

1977 Washington Redskins

Defense

Psychological Profile Of An Also Ran

No Drive	Know It All	Mouse	Follower	A Watcher	Corner Cutter	Hypochondriac	Complainer	Quitter
Doesn't care whether he wins or loses. Goes with the tide.	Never listens and won't accept new ideas. Rebel. Griper. Works by himself.	Never talks back. High on self-abasement. Always kicking himself. Introvert, generally.	Will go with crowd and generally behind them. Never tries to lead.	Joe Milktoast. If there's an accident, he watches or runs away. Worried about what people think.	Ducks practice. Cuts out tough practice. Always has excuses. Lots of absences from practice.	A muscle grabber—always has an injury. Never works out consistently.	Gives up easily, and is easily distracted from job at hand. Will look good when competition is not of high calibre and will look bad in the big game.	Can't stick to the end. Easily distracted. Starts many jobs, finishes few. Unreliable.

To the child recovering from Muscular Dystrophy, it is learning to walk...

To the corporation vice president, it is becoming a president...

To the entertainer, it is applause...

To the doctor, it is healing...

To the old man, it is respect...

To the farmer, it is his harvest...

To the mother, it is giving birth to a new life.

To the athlete it is everything...

His presidency, his applause, his respect, his learning, his new life and harvest --

His beginning...and his end.

Those who profess to play the game without winning or caring to win, are only actors upon an empty stage.

Unseen...unheard...unfelling...and unrewarded with either applause or self respect.

They are the entertainers who never entertain, the doctor who never heals, the teacher who never teaches, the child who never walks.

"Winning" then to the athlete, is the total reason to exist in the profession he has chosen. Playing is not the real art of the athlete. "Winning", that measure of excellence that sets the athlete above and apart from his peers, is the talent that must be worked for, practiced and achieved.

And once achieved, it must be maintained, developed and protected with the highest degree.

The Psychological Profile Of A Champion

Ambition	Coachableness	Aggression	Leadership	Take Charge	Hard Worker	Physical Toughness	Mental Toughness	Psychological Endurance
Desire for high goals. Hates to lose. Can't stand failure. Has goals above ability.	Takes advice and easy to coach. Eager to learn. Easy to approach. Follows rules and directions.	A tiger. First-place- belongs-to-me type. Asserts himself.	Shows the way and sets good example. Respected by team members. Mixes well. Others follow his example and take his advice.	Will take over when things go wrong. Under pressure does something about the problem. Often a hero.	One of the first to practice—last to leave. Does extra work. Never misses practice and follows instructions.	Develops toughness by hard work. In great condition. Keeps training rules and trains year around.	Never gives in to feelings. Has never-give-up attitude. Ignores heat, cold, pain.	Stays with job until the end. Will do his best against top competition. High endurance all season. Reliable

To Win Championship — We Must:

1. Have proper *attitude*.
2. Be in great *physical condition*.
3. Help each other — *work together*.
4. Place *team* goals over *personal* goals.
5. No one can beat the REDSKINS unless *we beat ourselves*.

Property of



EIGHT DUMB WAYS TO GET CLOBBERED ON DEFENSE

THERE ARE A LOT OF WAYS TO GET BEAT. THESE ARE THE CRITICAL ONES AND SEEM TO BE THE MOST POPULAR.

1. DON'T PLAY THE DEFENSE CALLED IN THE HUDDLE. Play it the way you think it should be played.
2. GUESS WHERE YOUR COVERAGE IS. GUESS WHAT TYPE OF PATTERN YOUR MAN IS GOING TO RUN, even before the ball is snapped.
3. When "rushing the passer," STOP WHEN YOU ARE BLOCKED. Hope the pass will be incomplete.
4. STOP PURSUING because you expect someone else to make the tackle.
5. JUMP OFFSIDE, OR LINEUP OFFSIDE, and give your opponent an easy 5 yards to keep their drive going.
6. FOUL YOUR OPPONENT WHEN THEY ARE GIVING YOU THE FOOTBALL. Best ways are holding, pass interference, etc. This comes under the classification of unnecessary penalties.
7. BE GUILTY OF A MENTAL MISTAKE. The best way is by not knowing, or not understanding your assignment in the defense. The defense breaks down because of mental errors. We refer to this as "M.E." in grading.
8. LOSE YOUR POISE AND START A FIGHT, and get kicked out of the ball game. Not only do we get a 15 yard penalty, but we also lose a regular player. You don't have to take anything from your opponent, but always use "good judgment." The player who retaliates is always the "one who gets caught."

EVERY SEASON MORE AND MORE DEFENSIVE PLAYERS ARE GETTING THEMSELVES AND THEIR TEAM IN TROUBLE BECAUSE OF THE ABOVE VIOLATIONS.

IF YOU EVER CATCH YOURSELF DOING ANY OF THESE DUMB THINGS, "STOP" IN A HURRY BECAUSE SOONER OR LATER IT COULD COST THE TEAM A BALL GAME.

CHECK YOURSELF AFTER EACH GAME AND SEE IF YOU ARE GUILTY OF ANY OF THESE ERRORS.

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**GENERAL PRINCIPLES
OF
DEFENSIVE PLANNING**

THE WASHINGTON REDSKINS

BASIC INFORMATION

This notebook is the property of the Washington Redskins. The loss of this notebook will cost you \$1000.00. Treat it with care at all times.

Why we have Notebooks

1. To have at your disposal a reference for learning and to compile a daily addition of the different phases of the game.
2. We learn by writing, seeing, listening, reviewing and by practice on the field. Ask questions, otherwise listen!
3. To establish a common language that we may speak on or off the field so that we may improvise at the slightest provocation.

Mental Attitude

1. To win in the N.F.L. you must believe that you can win. Never step on the field thinking that you will lose.
2. Championships are won by the team that wants to win more than their opponents. Championships are won because maximum effort must come from within each and every individual reacting to every play as one unit.
3. Play every play of the season as you would play for the championship. You must be willing to put out more effort than your opponent.
4. You must be willing to pay the price of victory. There is no Northwest Passage in the N.F.L. There are no short-cuts, tricks or gimmicks that can be used to win. Football is still a game of blocking and tackling.
5. Work on the weakest phase of your abilities constantly. Keep your strong points sharp, but spend more time on improving your weak points. Coaches only organize practices to help you improve. Improvements will come from within the individual through constant repetition.
6. Your coaches will work hard, but will never drive you. We shall retain only those who do everything possible to make a winner. We believe in this philosophy.
7. Football is your livelihood! We expect your best effort at all times.
8. Don't beat yourself - be smart!

1. GENERAL PRINCIPLES OF THE REDSKINS DEFENSIVE PLANNING.
(WITH INTRODUCTORY EXPLANATION OF THE ELEMENTAL TERMINOLOGY USED BY THE DEFENSE).

A. GENERAL PRINCIPLES.

1. Changes in offensive football have necessitated great changes in the defensive tactics which must be employed to cope with the PRO offense. To a large extent, the original NAMES given to the positions on defense are no longer appropriate.

2. The DEFENSIVE FORMATIONS and names given to PLACEMENTS AND ASSIGNMENTS of the DEFENSE are identified by 2 digit numbers. When the first number is EVEN (4-6-8), the formation will be known as an EVEN DEFENSE. When the first number is ODD (5-7), the formation will be known as an ODD defense.

3. Likewise, the TERMINOLOGY, used by the defense to identify offensive formations, positions of players and movements of players, is different than that used heretofore. The terminology to be used by the Redskins in 1977-1978 will be different than that used in the past and will give us greater flexibility.

4. The defense must be able to RECOGNIZE AND IDENTIFY INSTANTLY what formations and maneuvers the offense is using. Then the defensive players must be able to COMMUNICATE with each other easily, accurately and rapidly what they observe. This ability is of the utmost importance in helping the defense to determine, ahead of the snap, what plays the offense will, or will not, use and in coordinating the efforts of the various defensive players in meeting such plays --- runs and passes.

5. It is also important for the defense to IDENTIFY THE KEY OFFENSIVE PLAYERS AND THEIR POSITIONS, to communicate such information to each other and to adjust their defensive maneuvers to counter the abilities in order to attain adequate pass coverage and pass rush.

6. The DIFFERENCE IN OFFENSIVE BLOCKING, on passes as compared to runs, must be instantly recognized, identified at the snap and the information communicated to the various defensive players easily, rapidly and accurately in order to attain adequate pass coverage and pass rush.

7. The PULLING of offensive Guard or Tackles are offensive maneuvers particularly informative to the defense. Runs, especially traps, and passes, can be frequently recognized and identified by the pulling of the offensive linemen.

4.

8. OFFENSIVE SPACING -- especially of the Y man, Near end and the Spread end is very informative. The opponents most dangerous plays, runs and passes, are likely to follow. Thus, those defensive men in the best position to observe such spacing must communicate the information to the others. We will have a Captain of offensive spacing of the interior linemen.

9. INDIVIDUAL HABITS AND MANNERISMS of the offensive players which "Tip Off" plays must be recognized and identified and that information must be communicated to other members of the defense.

10. All defensive players, linebackers and deepbacks in particular should be PLACED ACCORDING TO THEIR ABILITIES and given assignments which exploit those abilities and in which personnel weaknesses do not handicap the defense.

11. NO team DEFENSIVE PLAY SHOULD ever BE ATTEMPTED where even one man is confused as to his job, particularly in the secondary, no matter how advantageous such a play may be theoretically.

12. It is necessary that changes be made in previously called defensive maneuvers, by the use of different signals which change these maneuvers to meet unexpected offensive movements by opponents. However, defenses called should be adjusted to meet all probable offensive maneuvers with or without audible signals.

13. CONFIDENCE is the keynote to any pass defense. Knowing their assignments thoroughly develops confidence in the players. The mental attitude of the secondary should be to WISH FOR THE OPPONENTS TO PASS THE BALL. This gives the secondary an opportunity to legally get possession of the ball by intercepting it.

14. All good receivers must be JAMMED AND AXED as much as possible on the line of scrimmage, or as soon as possible after they have crossed it, in order to break up the "Timing" of their passes.

15. The GENERALS (Defensive Quarterbacks), must know which basic defenses and variations are best to meet the various play situations and must know the assignments, and variations, of all members of the defensive teams in all basic defenses. You will be tested on this.

16. VERBAL SIGNALS are the principle means of calling and controlling defensive formations and movements.

17. FOUR and FIVE MAN LINES comprise basic defenses.

18. The DEFENSIVE TEAM IS NOW DIVIDED into five divisions:

- (1) RUSHMEN. Usually Linemen, four in number.
- (2) MAC is usually the Middle Linebacker who is ordinarily behind the line anywhere between the end men of the defensive line, but who may play anywhere on or behind the line.
- (3) STUB (Strong Side LB) and BUCK (Weak Side LB) are the Corner Linebackers.
- (4) SINGLE SAFETY, or Safety Man of a THREE DEEP DEFENSE, or the TWO SAFETIES, LES and RUS, or Strong Safety, SAM, and Weak Safety, JILL, of a FOUR DEEP DEFENSE.
- (5) OUTSIDE two Deepbacks (SIDEBACKS) of a four, five or any defense having two (2) or more Deepbacks.
LOU is the name assigned to the Left Outside Back.
ROSE is the name assigned to the Right Outside Back.

19. VARIATIONS of basic defenses must be used to protect against particularly dangerous offensive players.

20. In addition to the basic defenses and variations, a limited number of SPECIAL DEFENSES must be available for use in the following situations:

- (1) Vs. UNCOMMON offensive formations and/or plays for which the basic defenses and variations are not adequate.
- (2) In the following AREA and PLAY SITUATIONS:
 - a. Inside opponents 10 yard line.
 - b. Short Yardage, anywhere.
 - c. Long Yardage.
 - d. Last few seconds of each half.
 - e. Other situations.

21. In addition to the basic defenses and variations, and special defenses, GOAL LINE DEFENSES with variations must be available for use inside our own 10 yard line and in certain play situations such as the opponent "coming out" of his own goal line area.

22. OFFENSIVE LINEMEN DOWNFIELD on Forward Pass.

It is particularly important for all members of the defense to observe the maneuvers of the offensive interior linemen on every snap. When any one or more of such linemen advance across the line of scrimmage before a forward pass is thrown, it is a foul, unless such linemen only advance whatever distance the officials consider incidental to their charge. NO LEGAL FORWARD PASS CAN BE THROWN WHEN OFFENSIVE LINEMEN ARE DOWNFIELD ILLEGALLY. Only running plays are legal when this occurs. When no offensive linemen advance across the line, usually a forward pass will be thrown. This is not always true because most offenses have plays in which their players simulate pass maneuvers, including pass blocking by backs as well as by linemen who do not cross the line of scrimmage. Some of the plays in the category are DRAWS, SCREENS, STATUES and all FAKE-PASS and RUN plays. When a linemen is "illegally downfield", grab him and hold him and notify the official. We have won games in the past with this type of alertness. The LINEBACKERS are usually in the best position to point out this illegal procedure.

B. EXPLANATION OF THE ELEMENTAL TERMINOLOGY USED BY THE DEFENSE.

A. GENERAL

- (1) ALL TERMINOLOGY USED by the defense with reference to the offense IS USED FROM THE DEFENSE'S STANDPOINT. The exceptions are where the defense will refer to the offensive positions by the names, numbers and letters FROM THE OFFENSIVE STANDPOINT (examples - RIGHT TACKLE, RHB, FB, 2 BACK - B BACK, ETC.).
- (2) Three GENERAL PRINCIPLES are followed: (a) that of always READING FROM LEFT TO RIGHT, (b) that of IDENTIFYING offensive MOVEMENTS according TO the DEFENSES LEFT OR RIGHT, and (c) the numbering and lettering of the positions of the offenses backs is the same as that used by our offense. Also, the Hole Numbers used by the defense are the same as those used by our offense.
- (3) The NUMBERS 44, 46, 47, 51, 54, 56 and 53 are used to IDENTIFY the various BASIC DEFENSES. Variations within each of these basic defenses may be used.
- (4) DEFENSIVE SIGNALS are, as far as possible, made up of easily heard and distinguishable sounding numbers, letters, words and expressions.
- (5) SIGNALS are comprised of 2 digit numbers, letters, names and expressions. They are frequently made up of three parts - one part primarily for the RUSHMEN, one part for the LINEBACKERS and one part for the DEEPBACKS. However, although each of these defensive groups is controlled separately by its own part or parts of such signals, very frequently one signal instructs all three groups.

B. ELEMENTAL DEFENSIVE TERMINOLOGY (applying mostly to the defense but some applying to the offense).

- (1) All the men, no matter how many, who are on the line of scrimmage and who do not drop off the line on the snap are referred to as LINEMEN and comprise the PRIMARY DEFENSE.
- (2) The men who are usually behind the line of scrimmage, usually from one to not more than four yards back are called LINEBACKERS. They and the two, three, four or more, as the case may be, DEEPBACKS comprise the SECONDARY DEFENSE.

Note! Special Defenses may be used employing as many as eight men in the secondary or nine men on the line.

- (3) The terms SPOT, SPOTS and SPOTTING are used only with reference to the DEFENSIVE PLACEMENTS assumed by the men on defense. These placements, always called SPOTS are the places taken in the various defensive formations on or before the snap.
- (4) The defense does NOT use the terms POSITION or POSITIONS when referring to the placements of the MEN ON DEFENSE. Those terms are reserved for use by the defense in referring to the placement of the players in the offensive formation before the snap.
- (5) RUSHMEN is the name used by the defense for the four defensive men who are nearly always ON the line of scrimmage and who nearly always charge directly forward or obliquely forward. The name RUSHMEN has been given to these four men because their primary job is to charge across the line of scrimmage aggressively. Only in very special situations will any of these RUSHMEN drop off the line of scrimmage.

The RUSHMEN are named, reading from left to right, LON, LIN, RIC, and ROY.

The "L" in LON stands for Left and the "O" for Outside.

The "L" in LIN stands for Left and the "I" for Inside.

The "R" in RIC stands for Right and the "I" for Inside.

The "R" in ROY stands for Right and the "O" for Outside.

The two outside men of the RUSHMEN are also called the "O" MEN, or the O's and the two inside men are also called "I" MEN or the I's. Also, LON and LIN are called the Left Rushmen and RIC and ROY are called the Right Rushmen.

- (6) MIDDLE GUARD is the term used to identify the man who usually plays the middle SPOT. He may be exactly on the line or not more than one (1) yard back of the line. If a player is at this spot, of a 5 man defensive line, and charges across the line of scrimmage, his identification is MICKEY.

If he lines up on the line and drops off the line, on or just before the snap, his identification is MIKE. When that player takes a spot a yard or more behind the line before the snap, approximately in the middle, his name is MAC, whether he charges across the line or not. When this player plays in the LINK or RIP spots he takes the name of LINK or RIP, as the case may be.

(7) All the men on the line whose primary jobs are to stop runs and rush the passer are the PRIMARY DEFENSIVE MEN. They comprise the PRIMARY DEFENSE and consist of (2) the RUSHMEN only, (b) the addition of one or more LINEBACKERS and (c) sometimes one of the DEEPBACKS. All the men behind the line of scrimmage who have pass coverage responsibilities comprise the SECONDARY DEFENSE and usually consist of (a) SIDEBACKS, (b) SAFETY OR SAFETIES and (c) LINEBACKERS.

(8) LINEBACKERS names are MIKE, MAC, LINK, LINKI, LINKO, RIP, RIPI, RIPO and when the defense is employing TWO inside linebackers, LUG is the man on the defenses Left and RAT is on the defenses Right. The "L" in LUG and the "R" in RAT stand for the Left and Right respectively and help to associate these names with the spots they assume.

(9) Most basic defenses employ either 3 or 4 men deep.

(a) When four men are employed deep, the name of the defense is the FOUR DEEP DEFENSE. The two outside deep men are named LOU, on the defenses Left, and ROSE, on the defenses Right. The "L" in LOU stands for Left and the "O" stands for Outside. The "R" in ROSE stands for Right and the "O" stands for Outside. The Two inside deep men in the FOUR DEEP DEFENSE, the Inside Safeties, are named LES, on the defenses Left and RUS on the defenses Right. The "L" in LES stands for Left and the "S" stands for Safety. The "R" in RUS stands for Right and the "S" stands for Safety. These two deep men are referred to as the Left and Right Safeties. When playing against an offense employing strong and weak sides the Safety opposite the Offenses' Strong Side is called the Strong Safety, or Specifically SAM, and the safety playing opposite the Offenses' Weak Side is called the Weak Safety, or specifically JILL.

(b) A defense which employs three men deep is called a THREE DEEP DEFENSE. The name of the middle man in a THREE DEEP DEFENSE is Safety in the Middle, or specifically SID. The two outside men, or SIDEBACKS of the Three Deep Defense are still referred to as LOU and ROSE, as they are in the Four Deep Defense.

(c) The only time the indication SID is used is when there is a three man deep defense, never when there are four deep. Likewise the names LES and RUS will never be used except when there is a four deep defense and never when there is a three man deep defense. LOU and ROSE, however, are used whether the defense is 3 or 4 deep.

(10) ODD DEFENSES:

(a) Any defense having an ODD NUMBER OF MEN ON THE LINE of scrimmage, no matter where spotted, is often called an ODD DEFENSE.

(b) Any defense having a MAN approximately HEAD ON THE SNAPPER of a balanced offensive line, is also often called an OOD DEFENSE.

(11) EVEN DEFENSES:

(a) Any defense having an EVEN NUMBER OF MEN ON THE LINE of scrimmage, no matter where spotted, is often called an EVEN DEFENSE.

(b) Any defense having TWO LINEMEN approximately HEAD ON THE OFFENSIVE GUARDS of a balanced offensive line, is also often called an EVEN DEFENSE.

II. ADDITIONAL TERMINOLOGY

A. TERMINOLOGY (some of which, as indicated, applies to the offenses areas, personnel and positions, and some of which applies to the defenses areas, personnel and spots).

1. ONSIDE

- (1) The side of the Offensive or Defensive team towards which a run goes.
- (2) LEFT HALF, FULLBACK, RIGHT HALF, QUARTERBACK, LEFT TACKLE, LEFT GUARD, CENTER, RIGHT TACKLE AND RIGHT GUARD are used by both the Defense and the Offense to refer to those Offensive players respectively, but these terms are never used to refer to any defensive men by the defense.
- (3) WINGBACK -- is the name of the player behind an offensive line occupying a position 1 to 3 yards back and not more than 4 yards outside the normal end on his side.
- (4) LINK -- Corner Linebacker on the defensive Left - opposite the offenses right on his regular spot.
- (5) LINKI -- LINK inside of his regular spot.
- (6) LINKO -- LINK outside of his regular spot.
- (7) RIP -- Corner Linebacker on the Defensive right - opposite the Offenses left in his regular spot.
- (8) RIPO -- RIP Outside of his regular spot.
- (9) RIPI -- RIP Inside of his Regular spot.
- (10) MAC -- Linebacker -- occupying position between the corner Linebackers, when there are corner Linebackers, or any Linebacker approximately behind the middle of the Defensive line, even though there are no other linebackers.

- (11) STRONG SAFETY (SAM) -- The safety opposite the Offenses strong side of either a 3 or 4 Deep Defense.
- (12) WEAK SAFETY (JILL) -- The safety opposite the Offenses weak side. There can be no JILL in a 3 Deep Defense.
- (13) SLANTING LINE -- is the name of the maneuver where two or more Defensive Linemen charge forward at an angle one man over in parallel directions.
- (14) SHIFTING LINE -- is the name of the maneuver where two or more Defensive Linemen move laterally by a slide maneuver executed quickly and smartly, both in the same direction and then charge according to the defense called by the general.
- (15) NEAR BACK -- Offensive back to the ONSIDE. If referred to before the snap, must be indicated either right or left. If halfback on such side is not in position and the Fullback is, then the Fullback is the Near Back.
- (16) P O -- Offensive PLAYER OUT (SPREAD END) - man deployed wide on either side, on or off the line.
- (17) P I -- PLAYER INSIDE ("Y") on the side of the Offensive formation having an outside man farther out -- P. O. The P I is on the line when the P O is off the line and is off the line when the P O is on the line.
- (18) Y -- P I on the line.
- (19) SLOT -- Both X & Z now on same side of formation - with one slotted off L.O.S.
- (20) POST -- offensive P O (FLANKER) on the STRONG SIDE ONLY. This man is referred to as Z by our offense.
- (21) POW -- offensive P O (SPLIT END) on the WEAK SIDE ONLY. This man is referred to as X by our offense.
- (22) PIX -- Normal "Y" man - Now on Weak Side of formation and thus the identification of P.I at X.

B. TERMINOLOGY USED BY BOTH DEFENSE AND OFFENSE APPLYING TO DEFENSIVE MANEUVERS.

- 1. REVOLVE -- Maneuver of a FOUR DEEP DEFENSE in which, usually, a Sideback moves up on the snap to cover shallow flat and does not cover a P O or a HB shallow, and in which the Strong Safety (SAM) on his side covers deep outside, with the Weak Safety (JILL) covering the deep inside.
- 2. PRE-REVOLVE -- Same as REVOLVE except that the Deepbacks involved assume the spots before the snap so that they may be in a more advantageous position from which to execute the same assignments as in the REVOLVE maneuver.

3. FREE -- Term referring to a Safety, usually the Weak Safety who usually, but not always, has no specific receiver to cover, in the pass defense plan and who PLAYS THE BALL instead.
4. PLAYING THE BALL -- When any member of secondary, usually but not always, has no specific man to cover in the pass defensive plan he READS the QB and PLAYS THE BALL instead of any specific receiver.
5. MAN FOR MAN -- (Pass Defense) -- Defensive plan in which secondary men cover specific individual receivers regardless of the pass patterns or paths such individuals run.
6. DOGGING -- Name given to any Linebacker or Deepback who rushes the passer as his primary responsibility.

C. TERMINOLOGY USED BY BOTH DEFENSE AND OFFENSE APPLYING TO THE OFFENSES MOVEMENTS -- (excluding blocks, run styles, pass patterns).

1. SNAP -- The act of the CENTER putting the ball in play.
2. PLAY -- This term includes both RUNS and PASSES.
3. RUN -- Any play where the ball carrier takes the ball on a direct pass, or from the QB, or from another Back behind the offensive line, and runs with it to attempt to gain yardage.
4. PASS -- Any play in which the ball is thrown from the QB or any offensive player, usually a Back, to another offensive player, either forward, backward or obliquely backward.
5. LATERAL -- Any player movement toward sideline either directly or obliquely backward.

D. TERMINOLOGY AND ABBREVIATIONS USED PARTICULARLY BY THE DEFENSE AND APPLYING ONLY TO THE DEFENSE.

(A) FORMATIONS:

THREE DEEP DEFENSE -- Backfield defensive formations having three (3) Deep Men.

FOUR DEEP DEFENSE -- Defensive formation having Four (4) Deep Men.

BASIC DEFENSE -- Any one of the 40, 41, 44, 45, 46, 48, 49, 50, 51, 52, 53, 54, 56, quarter defenses.

SHORT YARDAGE OR GOAL LINE DEFENSES -- 61, 62 Jumbo, 70, 80 Gap.

(B) PLAYERS AND SPOTS:

RUSHMEN -- The FOUR linemen who are nearly always on the line of scrimmage.

O's or O MEN -- The TWO Outside Rushmen.

I's or I MEN -- The TWO Inside Rushmen.

LEFT RUSHMEN -- LON and LIN.

LON -- Rushman on the LEFT OUTSIDE..

LIN -- Rushman on the LEFT INSIDE.

RIGHT RUSHMAN -- RIC and ROY.

RIC -- Rushman on the RIGHT INSIDE.

ROY -- Rushman on the RIGHT OUTSIDE.

MIKE -- Name of defense in which MAC is at Middle Guard spot on or not more than one (1) yard behind the line, and on or not more than $\frac{1}{2}$ yard to one side or other of SNAPPER but does not charge across the line on snap.

MICKEY -- Name of defense in which MAC is at the Middle Guard spot on the line and charges across line on snap.

INSIDE LINEBACKERS -- The Two linebackers who play behind line but inside O Men spots in defenses that usually, but not always, employ Two Linebackers.

LUG -- INSIDE LINEBACKER on defenses' LEFT, opposite offenses' Right.

RAT - INSIDE LINEBACKER on defenses' RIGHT, opposite offenses' Left.

JAMMER -- Usually a Linebacker, but can be any player, playing head on or within touching distance of any eligible receiver, who OBSTRUCTS such RECEIVER in any legal way possible, on the line or as soon as possible after such receiver has crossed L.O.S.

SAM -- STRONG SAFETY -- Back in a THREE OR FOUR DEEP DEFENSE who has moved over to Strong Side to cover P 1 or the End where the Sideback has moved wide to cover an offensive Man in Motion Wide.

INSIDE SAFETIES -- The two men back deep on the Inside of a FOUR DEEP DEFENSE.

SIDEBACKS OR OUTSIDE BACKS -- The two men who are both back and deep outside of either a THREE OR FOUR DEEP DEFENSE or any defense having 3 or more Deepbacks, or either or both may be up towards the LOS but are the outer most Deepbacks in the Secondary. They are called Sidebacks because they are nearest the sidelines.

LOU -- The Sideback of a THREE OR FOUR DEEP DEFENSE or any Defense having three or more Deepbacks, on the Defenses' Left, opposite the Offenses' Right.

LOU UP -- When LOU moves up closer to the LOS than regularly, on or before the snap.

JILL or WEAK SAFETY -- The Inside safety usually opposite the Offenses' Weak Side.

LES -- (Abbreviation for Left Safety) The Inside Safety on the Defenses' Left and opposite the Offenses' Right.

RUS -- (Abbreviation for Right Safety) The Inside Safety on the Defenses' Right, and opposite the Offenses Left.

ROSE -- The Outside Deepback of a THREE or FOUR DEEP DEFENSE or any Defense having 3 or more Deepbacks on the Defenses' Right, opposite the Offenses Left.

ROSE UP -- When ROSE moves up closer to LOS than regularly, on or before the snap.

DOG -- Any Secondary man, but usually a Linebacker, (i.e.) LINK, LUG, MAC, RAT, RIP, who rushes the passer as his primary responsibility.

(C) MANEUVERS

OVER-SHIFT -- Spotting some of the RUSHMEN $\frac{1}{2}$ yard to $1\frac{1}{2}$ yards one way or the other from their normal spots, before snap. 54 & 56 are examples of Over-Shifted defenses.

SLANT -- Movement by Rushmen on snap to one side or the other with an angle forward step - in direction of SLANT call followed by charge for points, $\frac{1}{2}$ yard to $1\frac{1}{2}$ yards over from normal points toward direction of SLANT.

SLANT BACK -- Action of RUSHMEN after taking OVER spots in one direction and then SLANTING the opposite direction to their normal spots on Slant.

HIT AND LOOK -- Charge by RUSHMAN in which he Hand Shivers, with arms extended, offensive opponent, controlling him with hands. After contacting opponent with hands, RUSHMAN looks at offensive backfield action and plays the ball. He cannot be blocked.

CRASH POSITION -- Variation in spots of "O" Men and LB's in which "O" Men are outside on the line and LB's inside on the line. From this outside placement, "O" Men are better able to rush the passer.

DASH -- Signal for both "O" Men and LB's to assume CRASH spots on their respective sides.

WEAK DASH (WASH) -- Signal for only the Weak "O" Man and Buck to assume Crash placements.

STRONG DASH (STASH) -- Signal for only the Strong "O" Man and Stub to assume Crash placements.

STANDARD -- Refers to the spots and assignments of all defensive men in the basic defenses.

POW -- Defense in which the Weak Safety doubles up with the Weak Sideback on the Weak PO in pass coverage.

BUCK AX -- Defense in which the Weak Side LB (Buck) takes spot on line inside Weak PO (X) Jams such PO and then covers the Front Weak Outside.

STUB AX -- Same assignment by LB (Stub) on the Strong Side PO (Z) as BUCK AX is on the Weak Side.

SWITCH -- Pass coverage maneuver in which the Strong Safety and the Strong Sideback may need to switch receivers. The Strong Sideback taking the receiver breaking outside and the Strong Safety taking the receiver breaking inside. It is basically a zone situation until the receivers commit. Switch is also used to refer to a similar switch of assignments involving the weak cornerback and the weak safety.

NOSE -- Refers to Spot on defense in which STUB and/or BUCK execute a jamming tactic on receivers on their respective sides.

JAM -- Any type of OBSTRUCTION executed by any defensive player on the line or just behind the defensive LOS, or of an Offensive receiver attempting to cross LOS in a pass pattern.

AX -- Defensive maneuver by a player of the defensive Secondary in which he cuts down, with a shoulder or cross body block, an offensive receiver who attempts to run a pass pattern.

WEB -- Coverage on the Weak PO where the Sideback comes up and has OUT responsibility being covered up deep by Jill.

STOWAWAY -- Maneuver on strong side where STUB anticipates the snap and moves to an alignment 5 yards deep and 5 yards wide.

WALKAWAY -- Maneuver on weak side whereby BUCK anticipates the snap and moves to a position where he splits the difference between POW and the Off. Tackle.

STAB -- A term referring to STUB and BUCK. The call is a combination of a STOWAWAY on the strong side and a WALKAWAY on the weak side. The proper timing of the call is of great importance.

STICK -- A maneuver which applies to STUB, MAC OR BUCK, whereby the LB called STICKS to the receiver all over the field receiving help from a deep back. Primarily used vs an ACE formation.

MAC HOLD -- A term used solely for MAC which takes away all of his pass coverage responsibilities. It allows him to play the runs (screens and draws) tougher.

BUCK HOLD -- Term used solely for BUCK which takes away his pass coverage responsibilities, except for a FLARE BACK, or SHOOT BACK. It allows him to play the runs (checkdowns, screens and draws) tougher.

E. TERMINOLOGY AND ABBREVIATIONS USED PARTICULARLY BY THE DEFENSE AND APPLYING ONLY TO THE OFFENSES' FORMATION AND POSITIONS.

1. RED, BROWN OR BLUE FORMATION -- Backfield formation employing only 2 backs. They may be in the two HB positions or one in the FB position and the other in either HB position.
2. TREY FORMATION -- Backfield formation employing 3 backs in regular positions.
3. ACE FORMATION -- Backfield formation employing one back in any one of the HB or FB positions (commonly referred to as double wing).
4. WINGBACK FORMATIONS -- Formations having either one or two backs occupying Wingback positions on either side.
5. SPREAD FORMATION -- Any formation except the Double Close or Double Wingback formations.
6. NEAR END (OR C END) -- Split End (X) from 1 or 2 yards from his tackle.
7. FLEX END -- Split End (X) from 3-5 yards from his tackle.
8. FULL FLEX -- Split End (X) from 6-8 yards from his tackle.
9. PO (PLAYER OUT) -- Any Player Deployed to one side or the other, on or behind the LOS, with no other player out farther on his side. The distance Out from the Tackle or "Y" Man may vary from 7-20 yards.
 - a. "X" (POW) The Weakside PO. (either right or left)
 - b. "Z" (POST) The Strongside PO. (either right or left)
10. P I -- Any offensive player, usually "Y", occupying the position on one side or the other and on or behind the line, there always being a PO out farther on the same side who is OFF the line when such PI is ON the line and ON the line when PI is OFF the line. The defense has recognition calls for the spread of the "PI" from his tackle:
 - a. "PIC" -- 1-3 feet.
 - b. "POC" -- 2-3 yards.
 - c. "DOUBLE POC" -- 4-6 yards.

11. STORR FORMATION -- When strength of formation, usually designated by position of the "P" ("Y"), is to the Defensive Right (Offensive Left), the defense refers to this as "STORR".
12. STALL FORMATION -- When the strength of the formation is to the Defensive Left (Offensive Right), the defense refers to this as "STALL".
13. RED FORMATION -- Running backs are in the #2 and #4 positions in the backfield.
14. BROWN FORMATION -- When Running Backs are in the #2 and #3 positions in backfield in a STALL Formation....or in the #3 and #4 positions in a STORR Formation.
15. BLUE FORMATION -- When Running Backs are in the #2 and #3 positions in backfield in a STORR Formationor in the #3 and #4 in a STALL Formation.
16. VARIATIONS of the ABOVE FORMATIONS take place with the ADDITION of the following words:
 - a. NEAR OR "C" END - When "X" moves in from Spread Position to a position 1 or 2 yards from the Offensive Tackle and on L.O.S.
 - b. SPLIT -- When FB and HB exchange positions.
 - c. Y SLOT -- When "Y" is off L.O.S., usually one yard back of and one or more yards outside of Offensive Tackle, and "Z" is in Spread Position on L.O.S.
 - d. SLOT - Spread end on strong side is on L.O.S. and another receiver (PO or Y) is inside of him and off L.O.S.
 - e. SWITCH -- "X" and "Y" exchange positions. "X" will now be slotted on the Strong Side with "Z" on L.O.S., and "Y" normally near, on weak side.
 - f. FLEX -- Position of Weakside End ("X") from 3 to 5 yards outside of tackle and on L.O.S.
 - g. WING -- PO occupying position 1 to 3 yards back of L.O.S. and out more than 4 yards outside normal end on his side.
17. 3 LEFT AND 3 RIGHT -- When three eligible receivers are placed on the strong side of a formation, these receivers all being positioned outside of the Offensive Tackle, and one being positioned on the L.O.S. It may be a left or right formation. Referred to as TRIPS by our offense.
18. DOUBLE CLOSE FORMATION -- Formation employing a TREY Backfield and the two ends in NEAR Positions.
19. STRONG SIDE -- Side of a formation having two of the three regular receivers.

20. WEAK SIDE -- Side away from the Strong Side.
21. ADDITIONAL IDENTIFICATION SYMBOLS for offensive pass receivers:
- a. P0 on Defensive Left - Z, X - POST - POW - LOG. SLOT
 - b. P1 on Defensive Left - Y. - PIX
 - c. P1 on Defensive Right - Y. - PIX
 - d. P0 on Defensive Right - X, Z, POW, POST, ROC. - SLOT
 - e. #2 -- Left Halfback.
 - f. #3 -- Fullback.
 - g. #4 -- Right Halfback.
 - h. "A" -- Back on Weakside of Offensive Formation.
 - i. "B" -- Back on Strong Side of Offensive Formation.
 - j. SLOT - - Receiver on strong side slotted off L.O.S.

F. TERMINOLOGY USED BY DEFENSE TO IDENTIFY OFFENSE'S BLOCKING MANEUVERS WITH EXPLANATIONS

M (ab. for MAN ON MAN) -- Offensive linemen blocking straight ahead on nearest opponent linemen. When only M used it means -- offensive guard on the I opposite, offensive tackle on the O opposite and PI on the Corner Linebacker opposite.

CROSS BLOCK -- Offensive linemen switching opponent linemen and cross blocking them, the outside man in front.

"X" BLOCK -- Offensive linemen switching opponent linemen and cross blocking them, the inside man in front.

BOB -- Near Back on outside man, or third defensive man out, usually Corner Linebacker.

BIM -- Near H on next Inside Man, the O man, or second defensive man out.

"B" BLOCK -- Tackle on Outside man, the third defensive man out, usually a Corner Backer.

"A" BLOCK -- Guard on Outside man, the third defensive man out, usually a Corner Backer.

TESS -- Tackle on Deepback, Sideback or Safety.

GRACE -- Guard on Deepback, Sideback or Safety.

CRACK (POWDER) -- P O on Linebacker on same side.

EAT -- PI and TACKLE on O.

WEDGE -- Guards and Snapper, and sometimes the Tackles, a shoulder to shoulder ahead.

TAG -- Tackle and Guard on I.

GAS -- Guard and Snapper on I.

SLIDE -- Combination blocking of Guard on the O Man opposite on the same side, and the Tackle on the LB opposite on the same side. The Snapper is on the I Man on that same side on both runs and passes.

SWOOP -- Offside linemen crossing over to opposite side not more than 4 yards ahead of line of scrimmage, and getting ahead of ball carrier on wide runs that way.

O OR I -- Off Guard pulling to the ONSIDE and blocking through the hole.

TRAP -- Block by Guard or Tackle from offside on "I" hole or 4-5 hole.

SWIPE -- Block by a back on an I Man or Middle Guard if down, on LOS.

SLOW -- Block by a PI, End, or "C" or Near End on third defensive man out, usually a Corner Backer whether on "ON" or "OFF" side on pass plays.

BOSS -- Near Back blocking on Safety.

HUNCH -- Help block by Back at L.O.S. or on Linebacker.

POWER -- Double Team block at the hole.

CUT -- Center blocking I man to Onside.

BANG -- Block by Fullback on I Man or Linebacker.

SUCKER -- When Onside Guard pulls away from hole to be run.

"When you're not in shape, everything is too much work. It matters not who you are - It matters not where or when - If you're not in shape you will lose out in the end.

It's too much work to even mail a letter.

You're competing against yourself all your life so give yourself a break and stay in shape.

God gave you what you have or made you what you are, only you can mess it up."

"Human spirit when working together can achieve miracles."

"History never seems like history when you yourself are living thru it."

DIAGRAMS

OFFENSE

AND

DEFENSE

THE WASHINGTON REDSKINS

III. DIAGRAMS

A. DIAGRAM MARKINGS



RUSHMEN



LINEBACKERS DOWN (3 point stance)



M

MAC (Middle Linebacker)



L

LINK (Left Linebacker)
STUB if Strongside, BUCK if Weakside.



R

RIP (Right Linebacker)
BUCK if Weakside, STUB if Strongside.



S

SAM (Strongside Safety)



J

JILL (Weakside Safety)



LU

LOU (Left Corner)



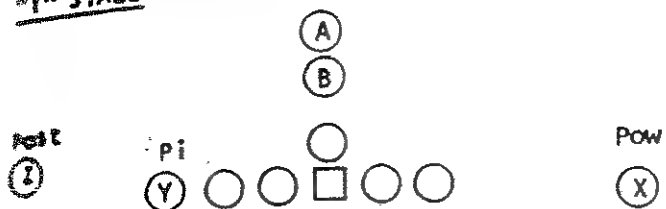
RO

ROSE (Right Corner)

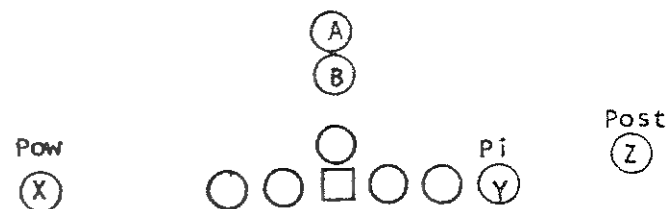
DIAGRAMS OF OFFENSIVE FORMATIONS

22.

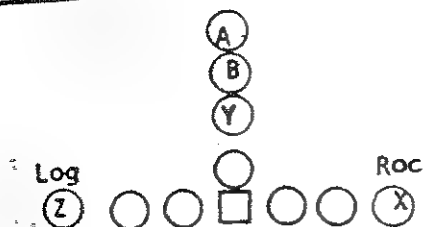
"I" STALL



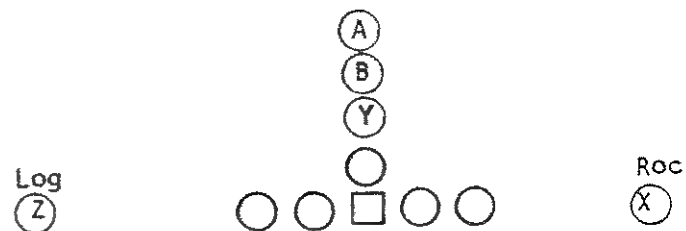
"I" STORR



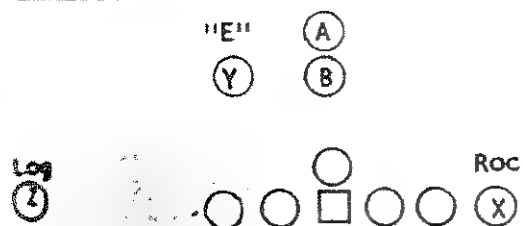
POWER "I" - DOUBLE CLOSE



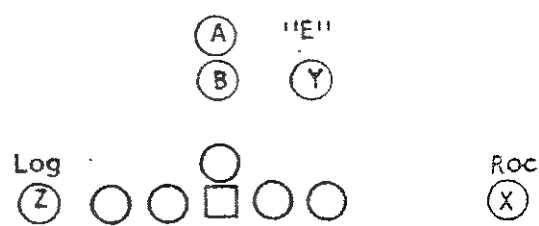
POWER "I" - DOUBLE OPEN



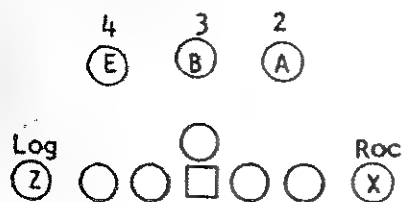
LEN "I" - OPEN LEFT



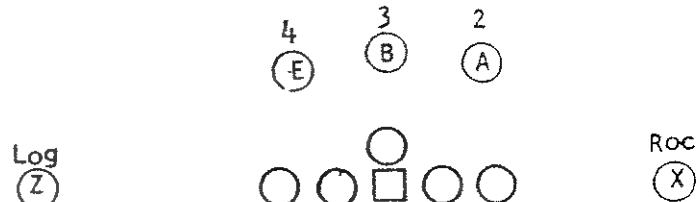
RAY "I" - OPEN RIGHT



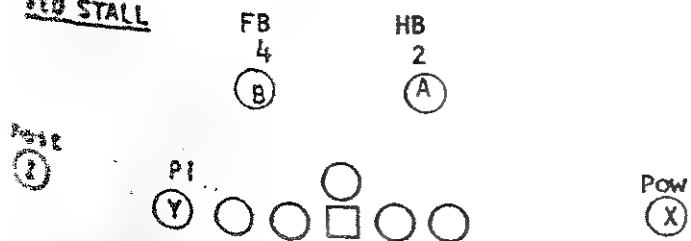
TREY - DOUBLE CLOSE



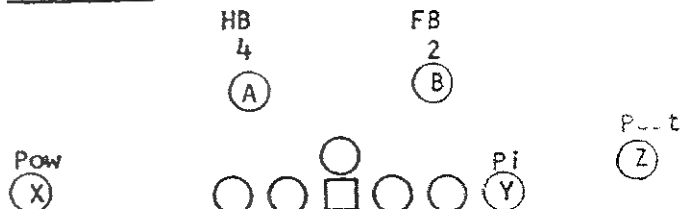
TREY - DOUBLE OPEN



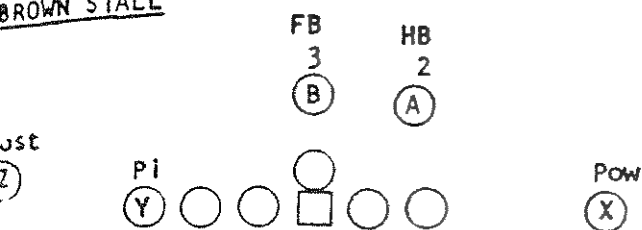
RED STALL



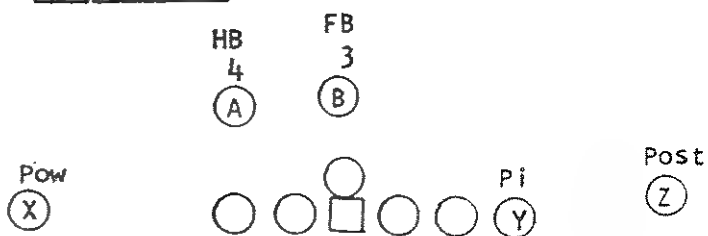
RED STORR



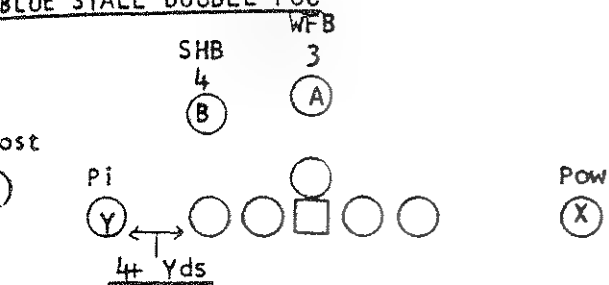
BROWN STALL



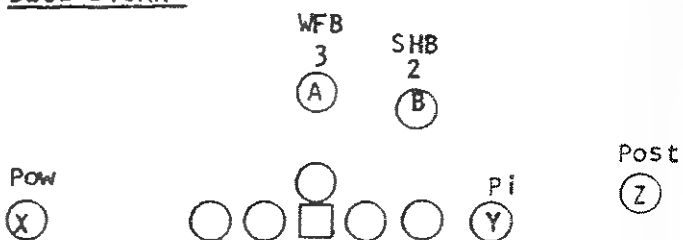
BROWN STORR



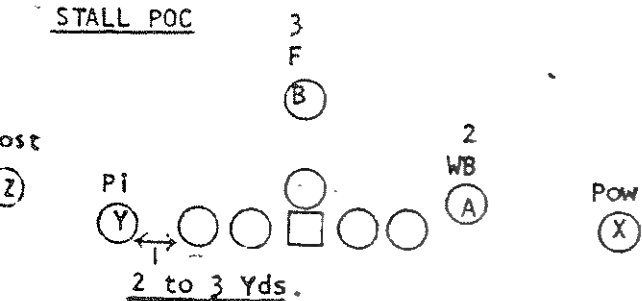
BLUE STALL DOUBLE POC



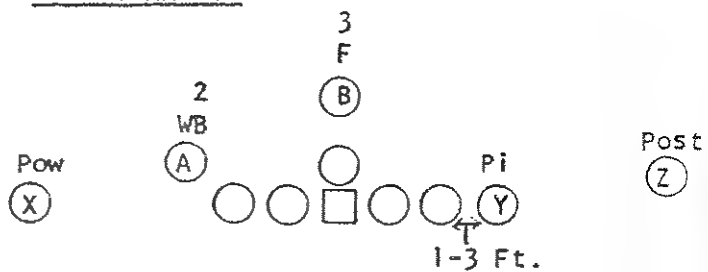
BLUE STORR



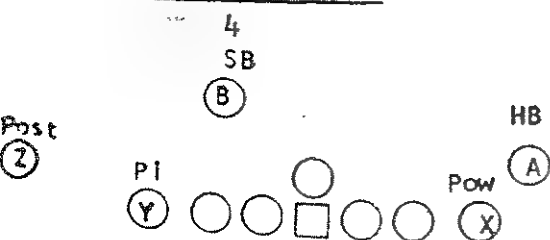
STALL POC



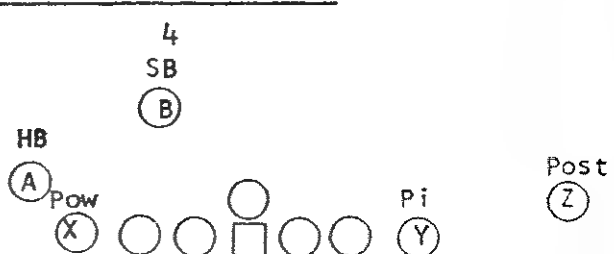
ACE STORR PIC



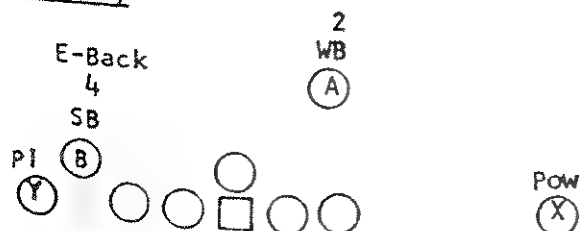
WINGED ACE STALL STRONG H



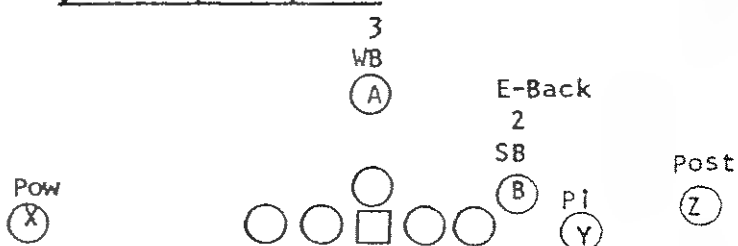
WINGED ACE STORR WEAK 'H'



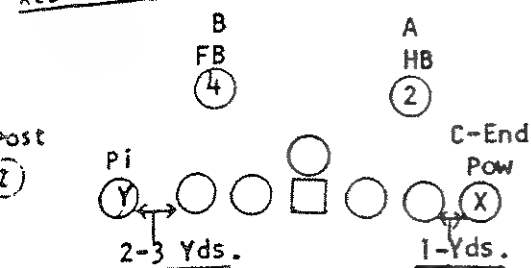
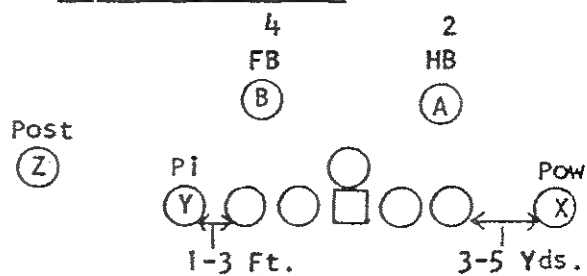
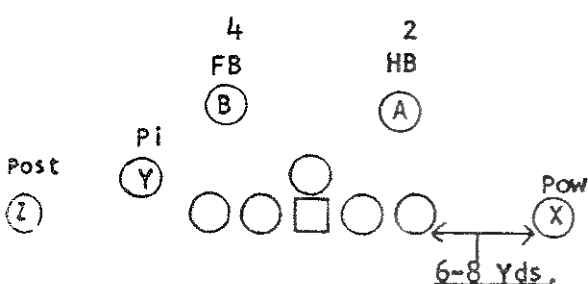
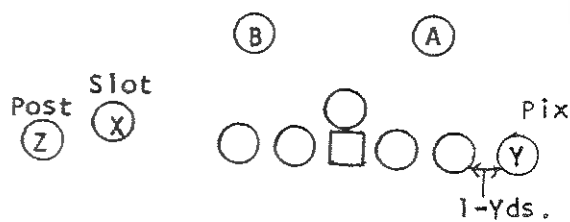
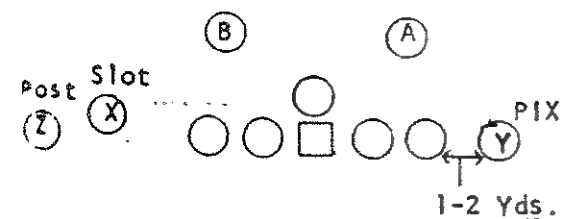
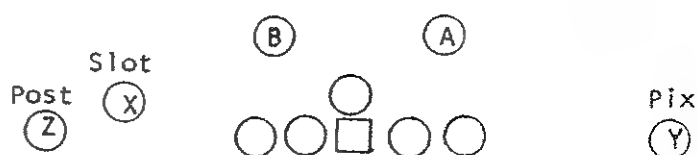
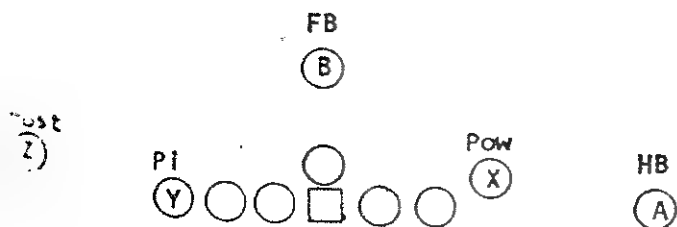
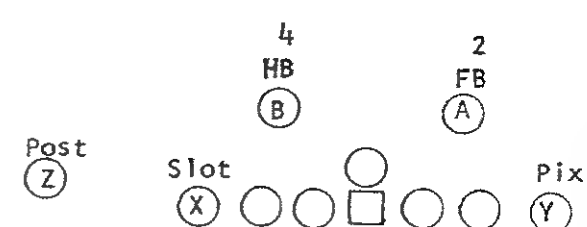
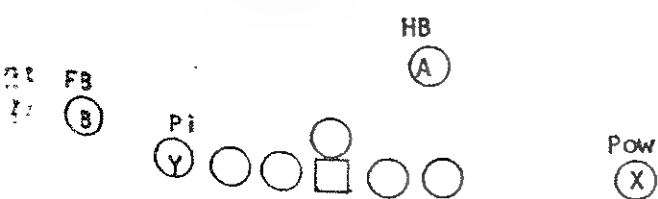
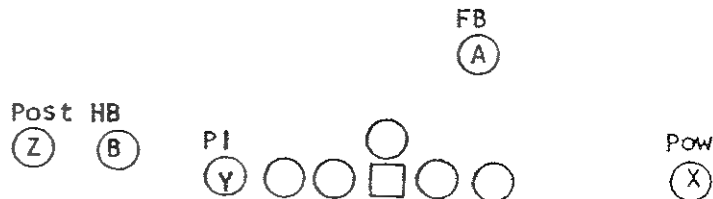
3 LEFT (STALL)



3 RIGHT (STORR) 'F'

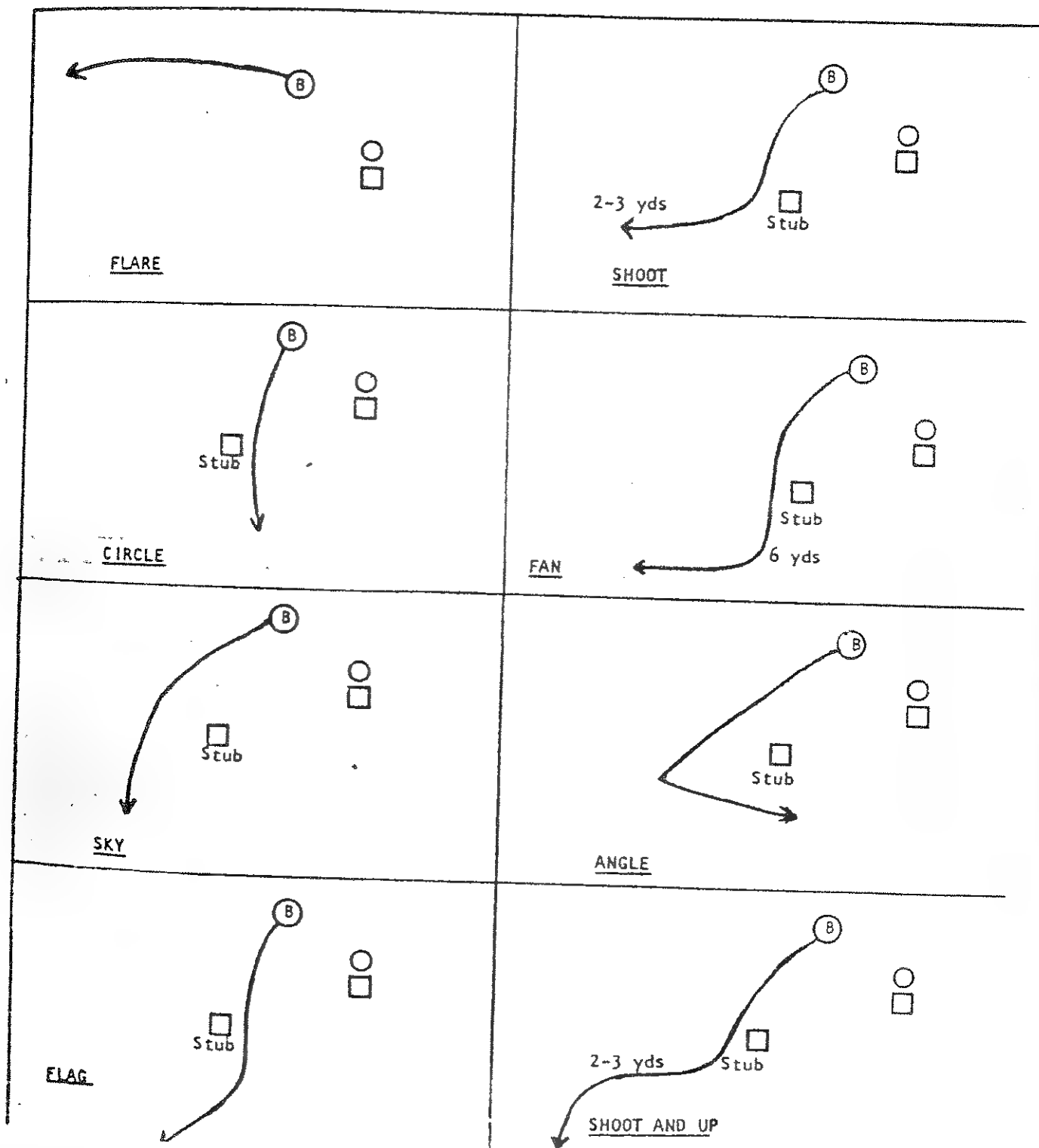


COMBINATIONS WHICH ARE RUN FROM ALMOST ALL BACKFIELD SETS

RED STALL NEAR POC NITRED STALL FLEX PICRED STALL 'Y SLOT' FULL FLEXRED STALL SLOT SWITCH NITD STALL SLOT SWITCH NOTRED STALL SLOT SWITCH SPREADACE STALL - A & X CHANGERED STALL SWITCH SPLIT NEAR1/LEFT (STALL) CHANGE3/LEFT (STALL) SPLIT CHANGE

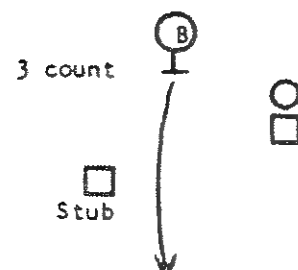
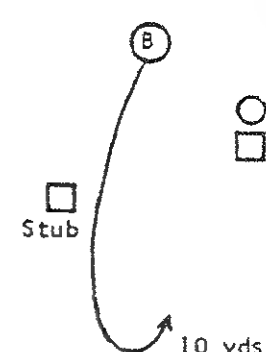
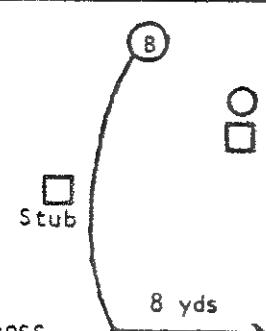
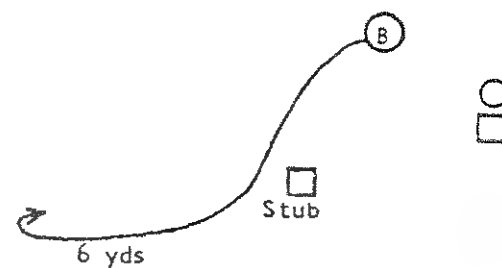
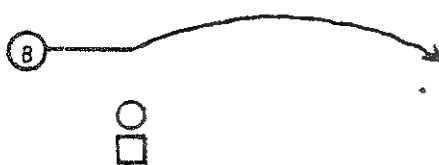
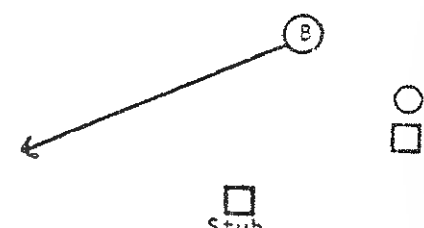
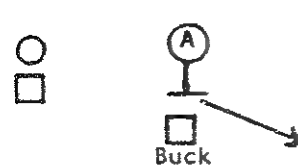
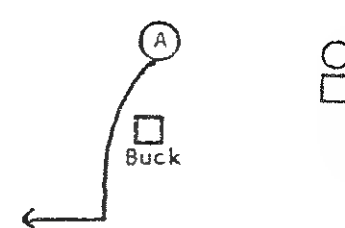
PASS ROUTES OF BACKS

Examples From Defensive Left Side (Strong)




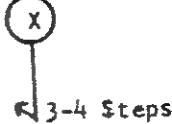

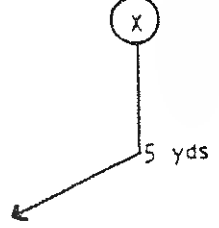
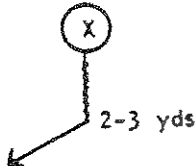
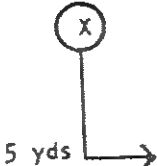
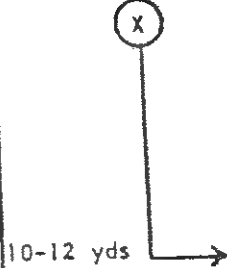
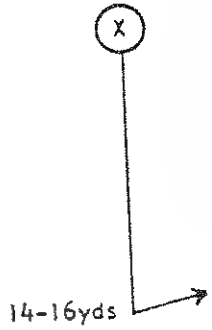
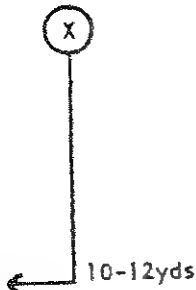
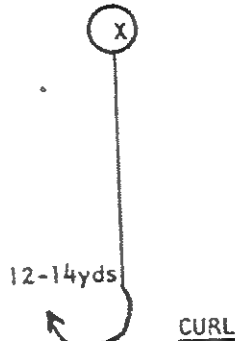
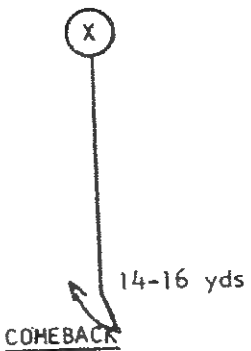
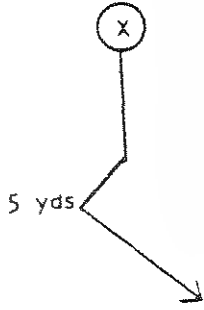
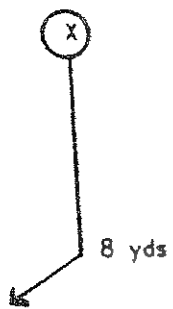
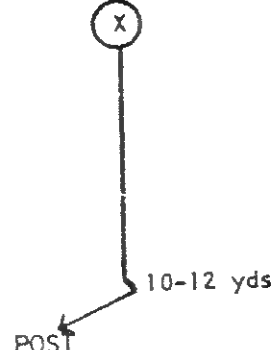
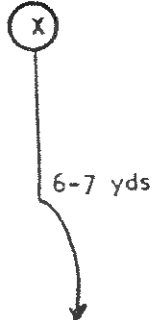
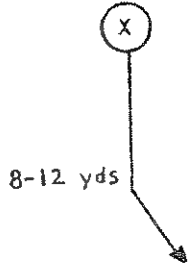
PASS ROUTES OF BACKS (CONT)

Examples From Defensive Left Side (Strong)

 <p>3 count</p> <p>Stub</p> <p><u>CHECK DOWN</u></p>	 <p>Stub</p> <p><u>CIRCLE IN</u></p> <p>10 yds</p>
 <p>Stub</p> <p><u>CIRCLE CROSS</u></p> <p>8 yds</p>	 <p>Stub</p> <p><u>FAN CURL</u></p> <p>6 yds</p>
 <p>B</p> <p><u>TRAIL</u></p>	 <p>B</p> <p>Stub</p> <p><u>ARROW</u></p>
 <p>A</p> <p>Buck</p> <p><u>STRAIGHT</u></p>	 <p>A</p> <p>Buck</p> <p><u>DRAG</u></p>

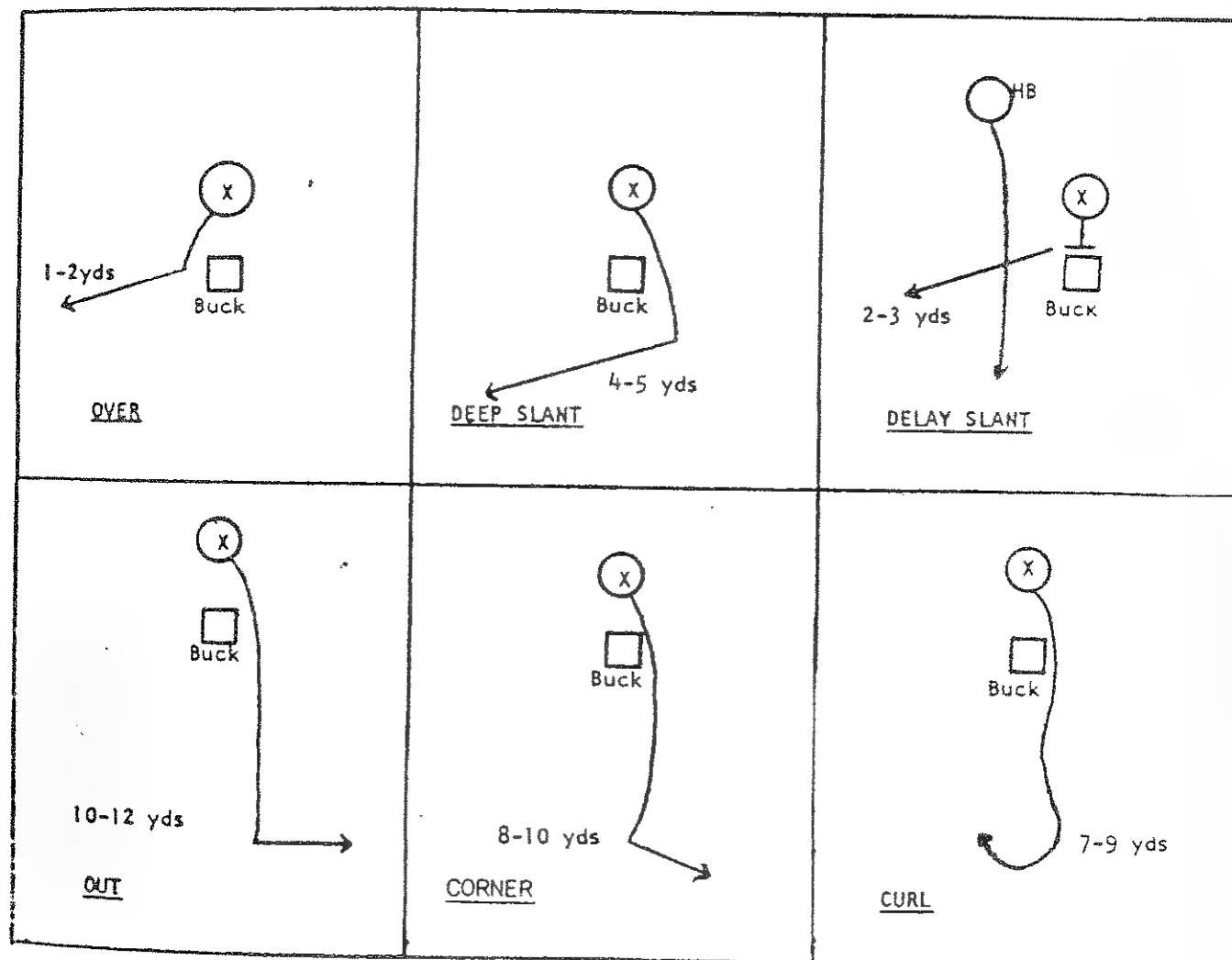
INDIVIDUAL "X" PASS ROUTES (SPREAD)

Examples from Defensive Right Side

 <p><u>FAST HITCH</u></p>	 <p><u>HITCH</u></p>	 <p><u>SLANT</u></p>	 <p><u>DEEP SLANT</u></p>
 <p><u>DELAY SLANT</u></p>	 <p><u>SHORT OUT</u></p>	 <p><u>OUT</u></p>	 <p><u>DEEP OUT</u></p>
 <p><u>IN</u></p>	 <p><u>CURL</u></p>	 <p><u>COMEBACK</u></p>	 <p><u>CORNER</u></p>
 <p><u>QUICK POST</u></p>	 <p><u>POST</u></p>	 <p><u>GO</u></p>	 <p><u>FLAG</u></p>

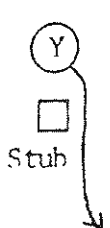
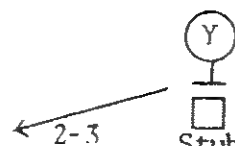
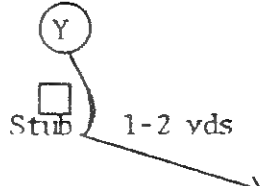
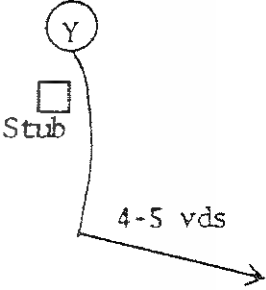

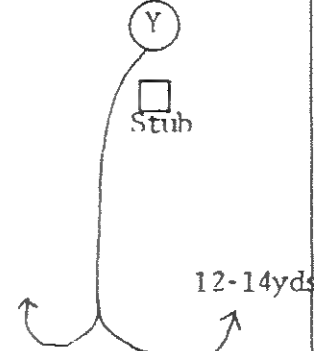
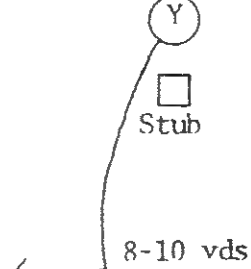
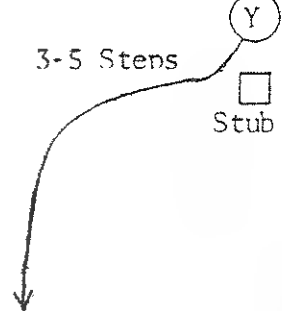
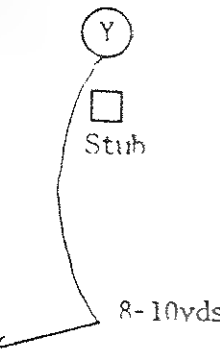
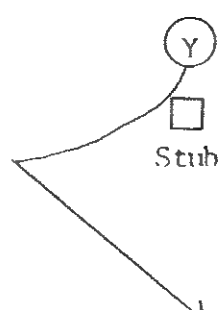
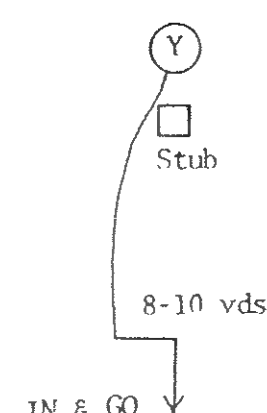
INDIVIDUAL "X" PASS ROUTES. (NEAR)

Examples From Defensive Right Side



INDIVIDUAL "Y" PASS ROUTES



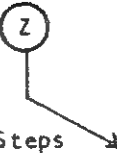



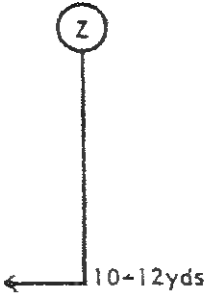
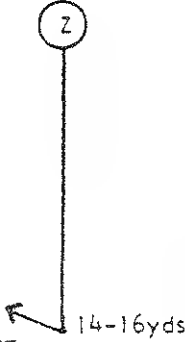


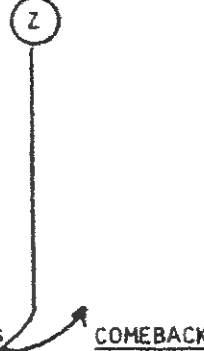
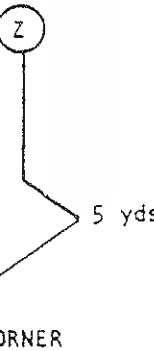

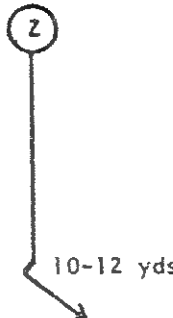
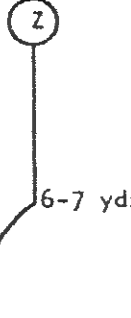
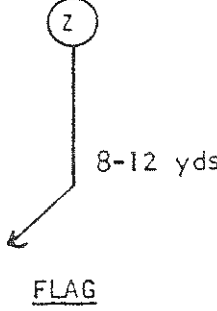
Examples From Defensive Left Side

 <p><u>LOOKIE</u></p>	 <p><u>STRAIGHT</u></p>	 <p><u>OVER</u></p>	 <p><u>CROSS</u></p>
 <p><u>IN</u></p>	 <p><u>STOP</u> <u>HOOK</u></p>	 <p><u>DRAG</u></p>	 <p><u>STRAIGHT AND GO</u></p>
 <p><u>CORNER</u></p>	 <p><u>DIAGONAL</u></p>	 <p><u>IN & GO</u></p>	

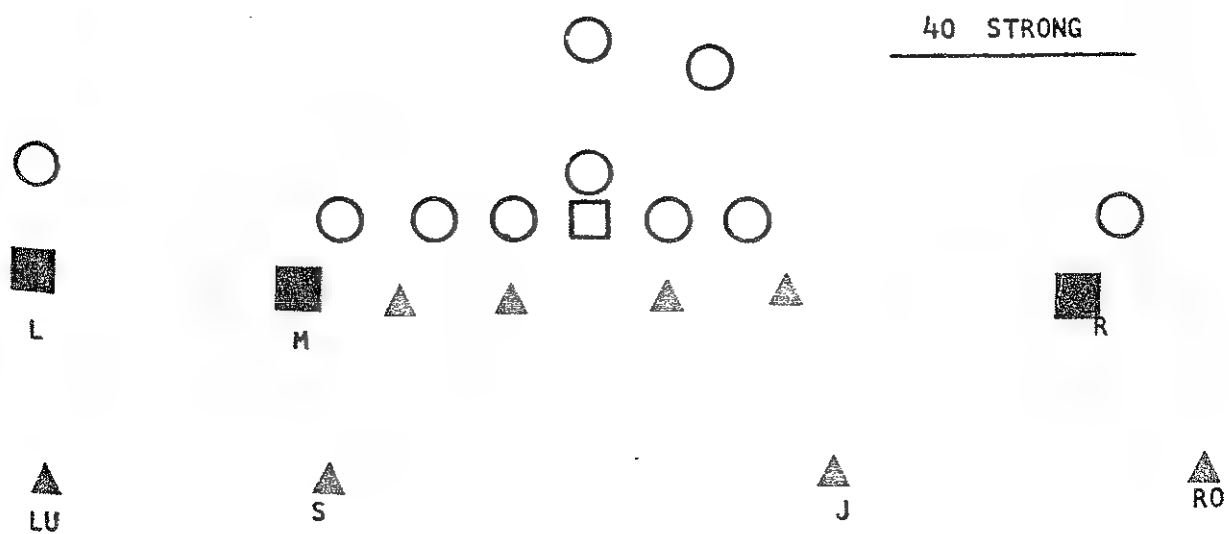
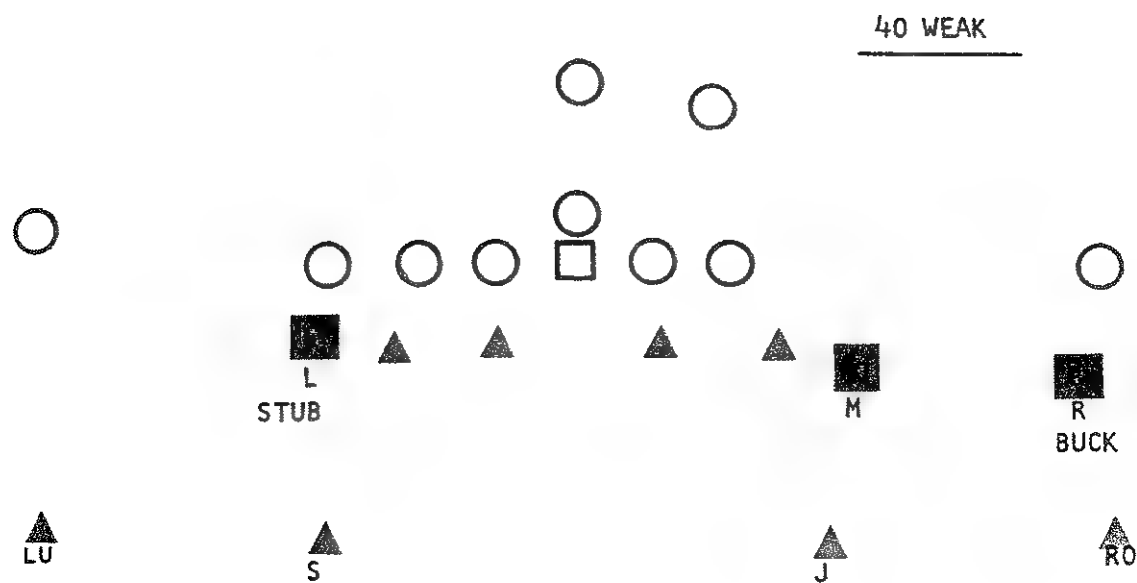
INDIVIDUAL "Z" PASS ROUTES

30.

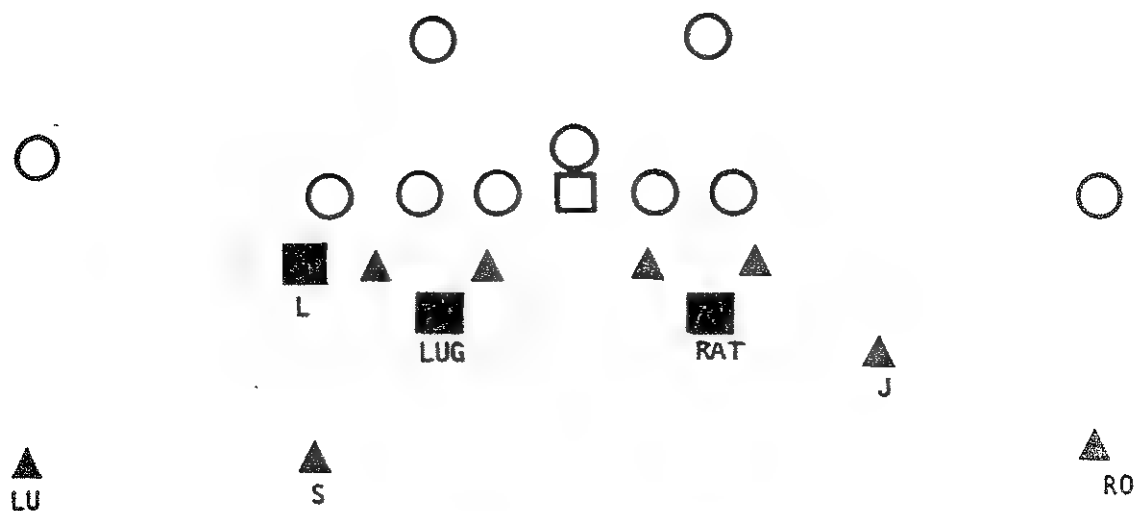
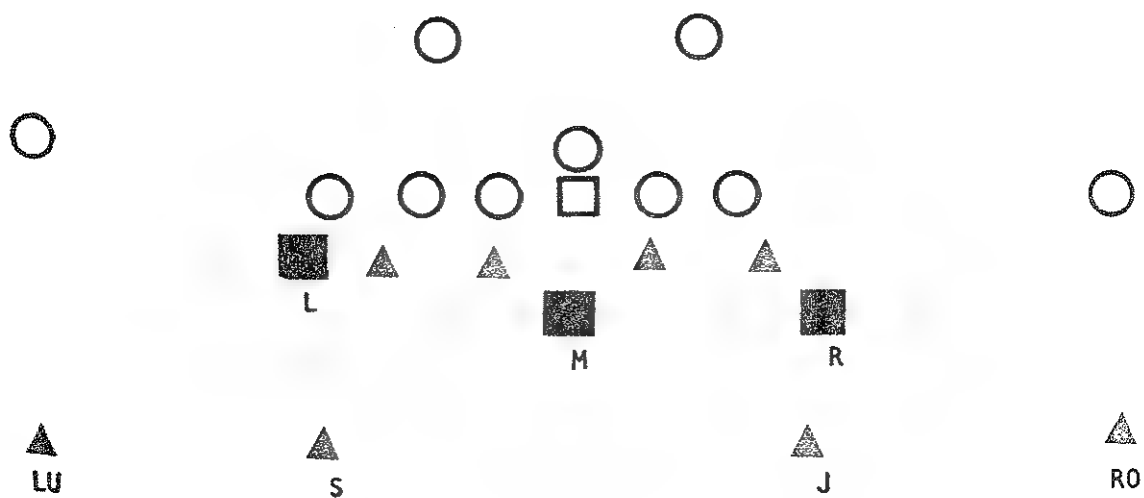
Examples From Defensive Left Side

 <p>1 Step</p> <p><u>FAST HITCH</u></p>	 <p>3-4 Steps</p> <p><u>HITCH</u></p>	 <p>2-3 Steps</p> <p><u>SLANT</u></p>	 <p>5 yds</p> <p><u>DEEP SLANT</u></p>
 <p>2-3 yds</p> <p><u>DELAY SLANT</u></p>	 <p>5 yds</p> <p><u>SHORT OUT</u></p>	 <p>10-12 yds</p> <p><u>OUT</u></p>	 <p>14-16 yds</p> <p><u>DEEP OUT</u></p>
 <p>10-12 yds</p> <p><u>IN</u></p>	 <p>12-14 yds</p> <p><u>CURL</u></p>	 <p>14-16 yds</p> <p><u>COMEBACK</u></p>	 <p>5 yds</p> <p><u>CORNER</u></p>
 <p>8 yds</p> <p><u>QUICK POST</u></p>	 <p>10-12 yds</p> <p><u>POST</u></p>	 <p>6-7 yds</p> <p><u>GO</u></p>	 <p>8-12 yds</p> <p><u>FLAG</u></p>

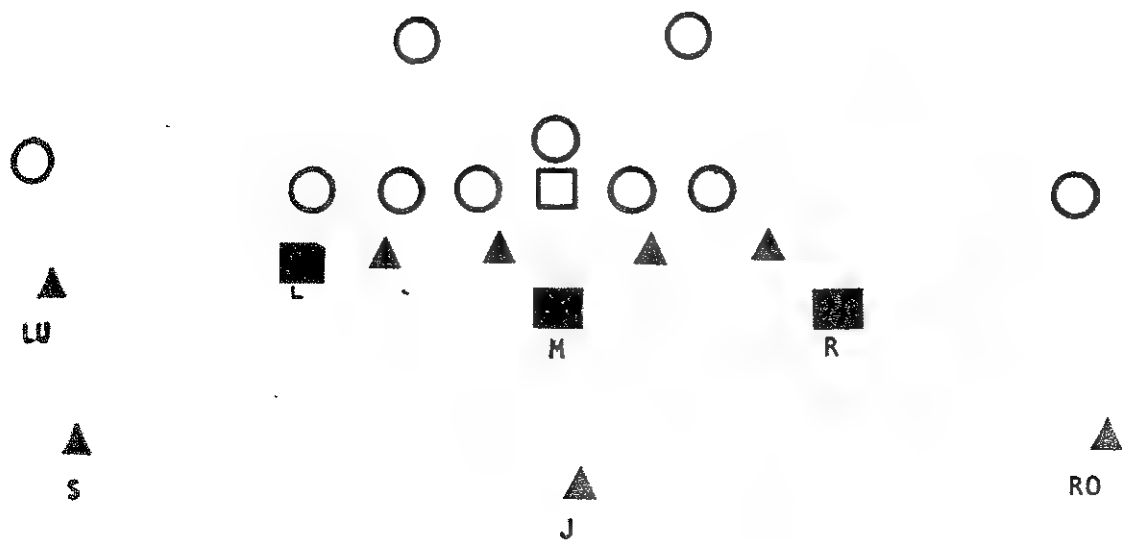
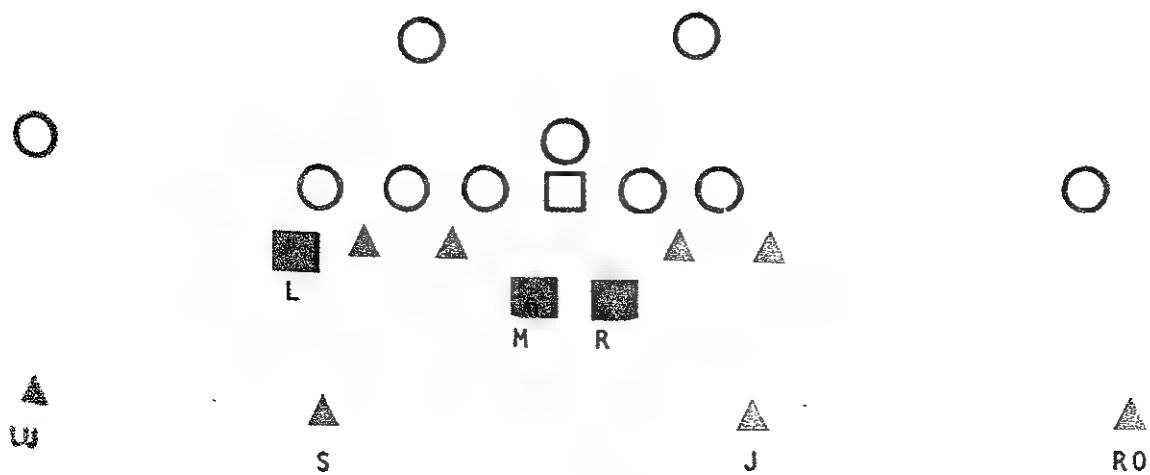
C. DIAGRAMS OF DEFENSIVE FORMATIONS.



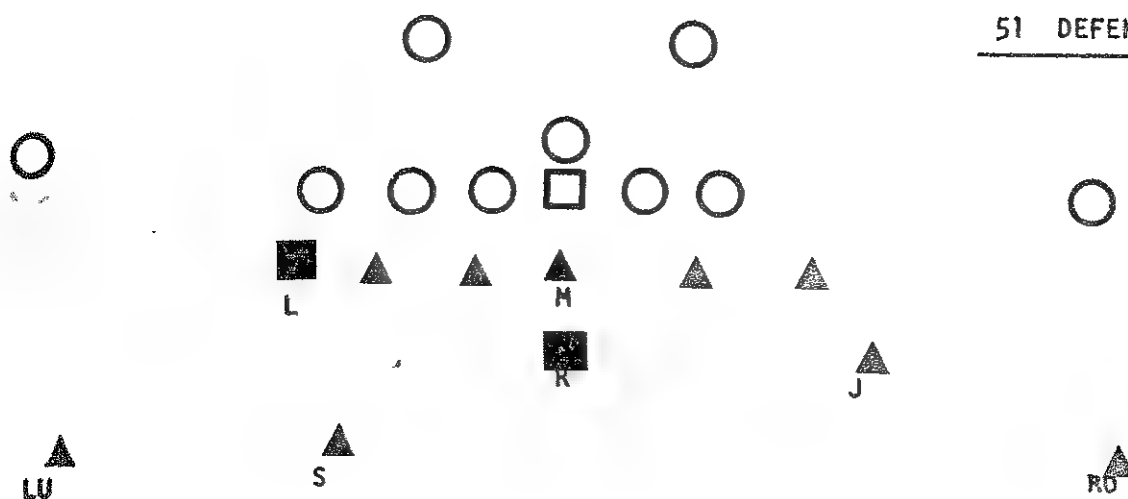
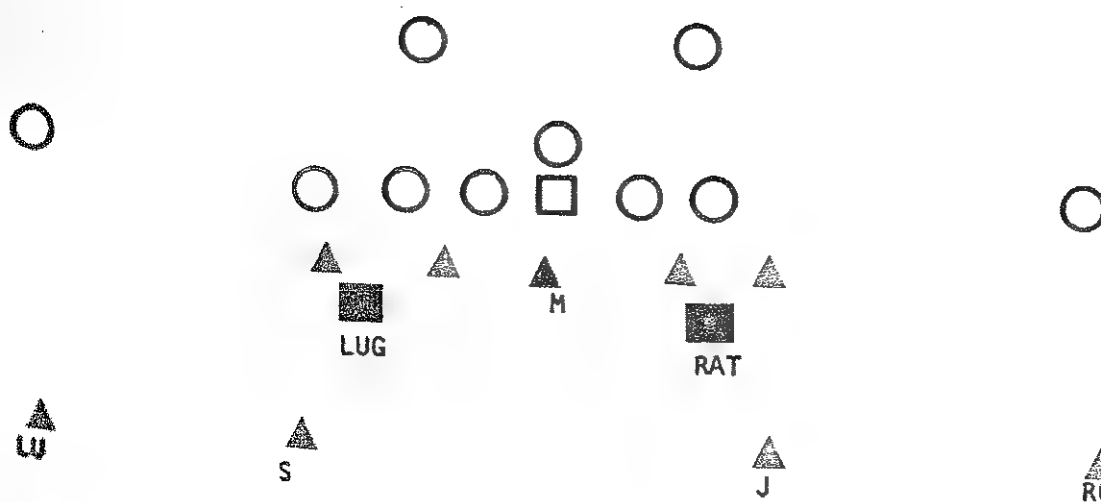
C. DIAGRAMS OF DEFENSIVE FORMATIONS.

44 DEFENSE46 DEFENSE

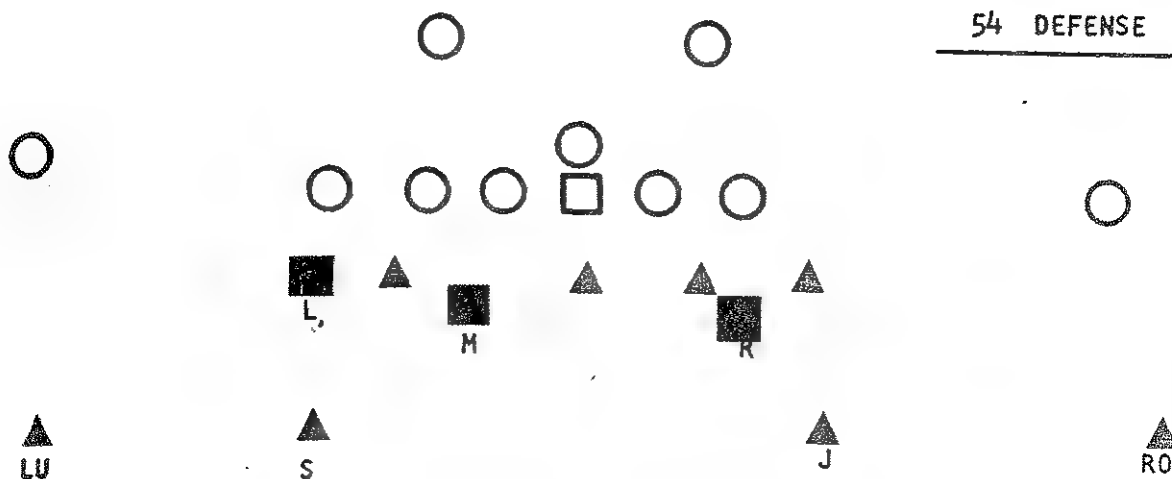
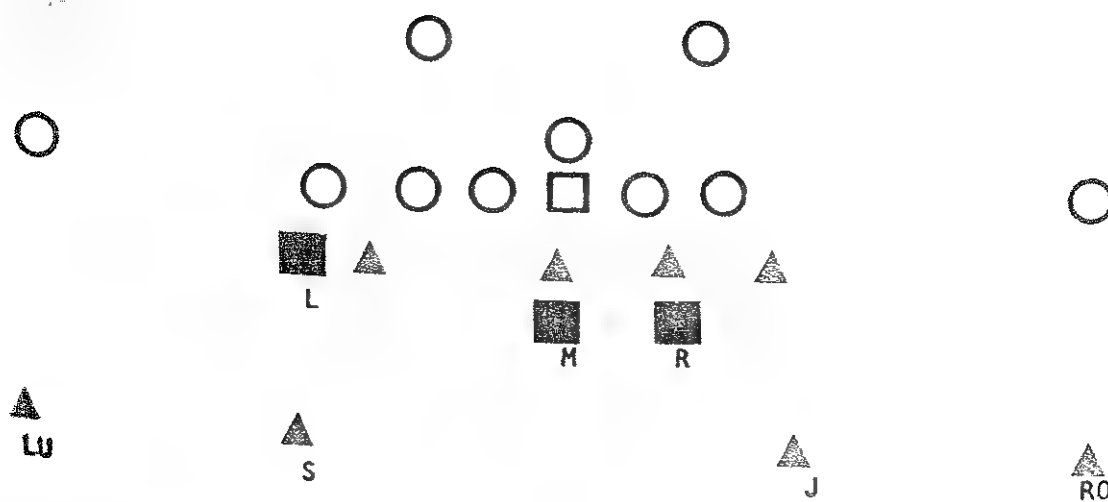
C. DIAGRAMS OF DEFENSIVE FORMATIONS.

47 DEFENSE48 DEFENSE

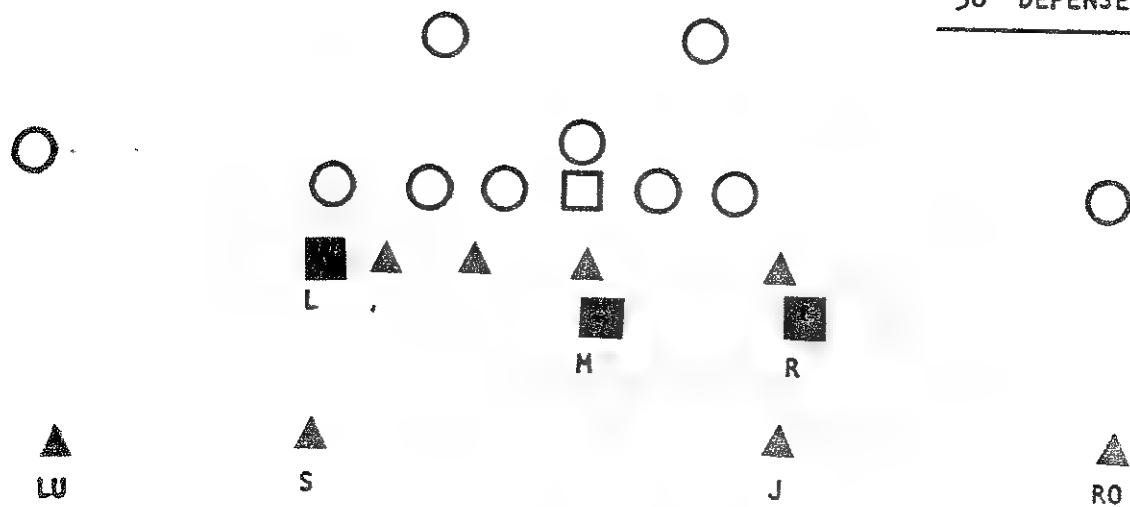
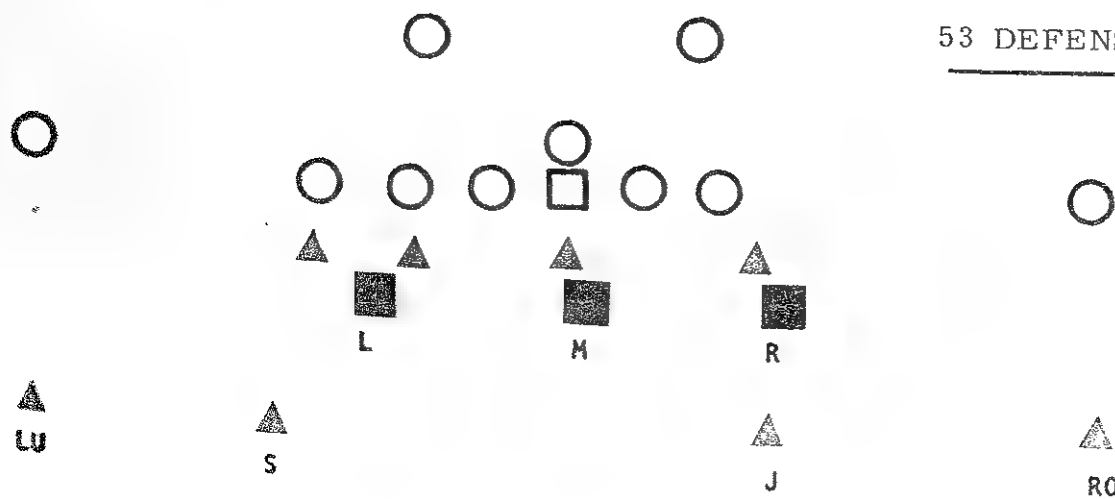
C. DIAGRAMS OF DEFENSIVE FORMATIONS

51 DEFENSE52 DEFENSE

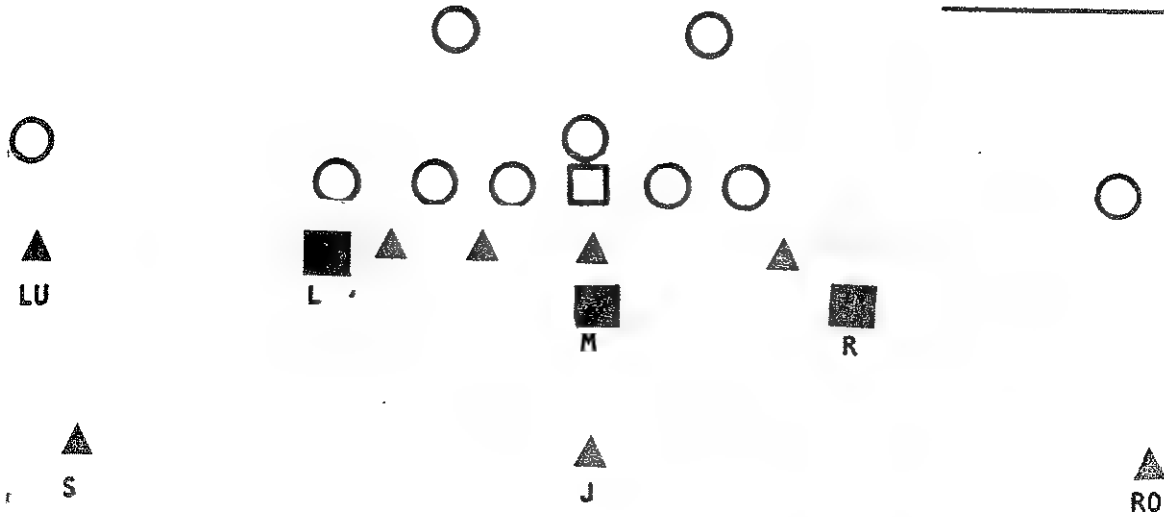
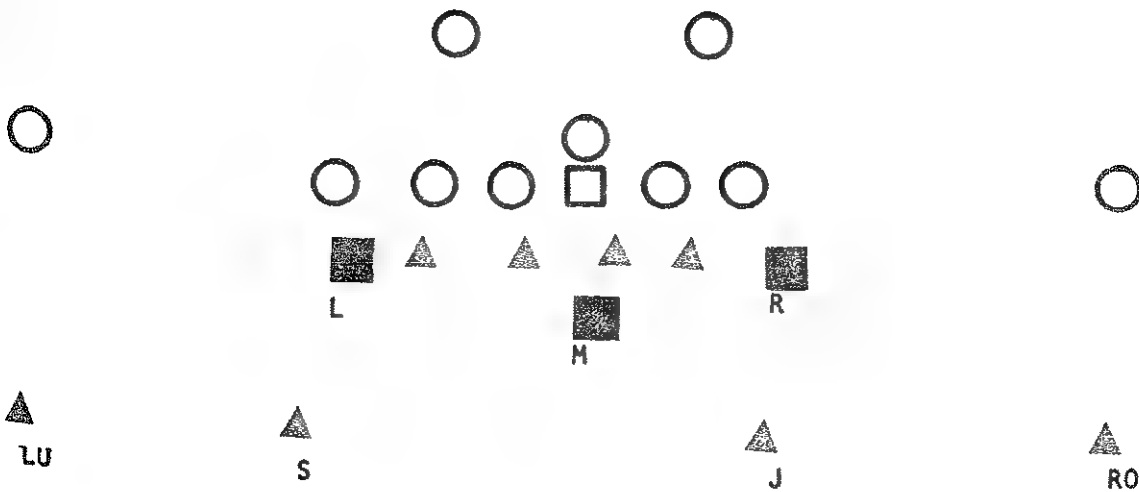
C. DIAGRAMS OF DEFENSIVE FORMATIONS

54 DEFENSE54 STACK

C. DIAGRAMS OF DEFENSIVE FORMATIONS

56 DEFENSE53 DEFENSE

C. DIAGRAMS OF DEFENSIVE FORMATIONS

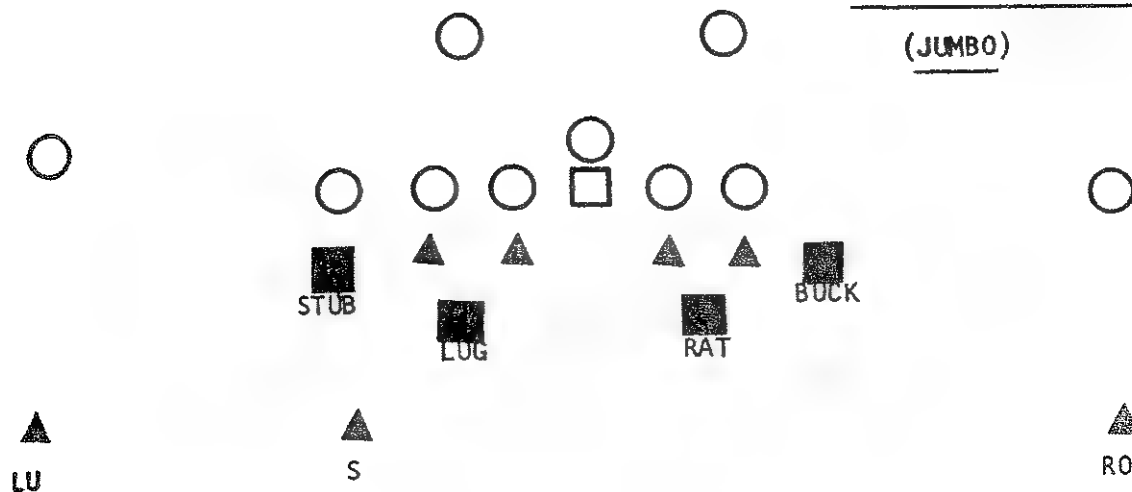
57 DEFENSE61 DEFENSE

C. DIAGRAMS OF DEFENSIVE FORMATIONS

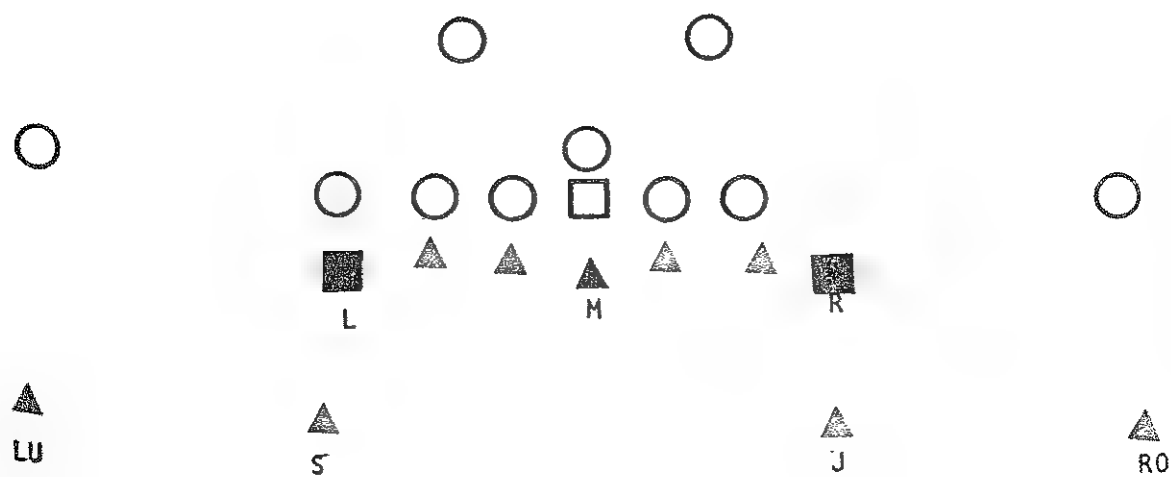
62 DEFENSE

SPECIAL PERSONNEL

(JUMBO)

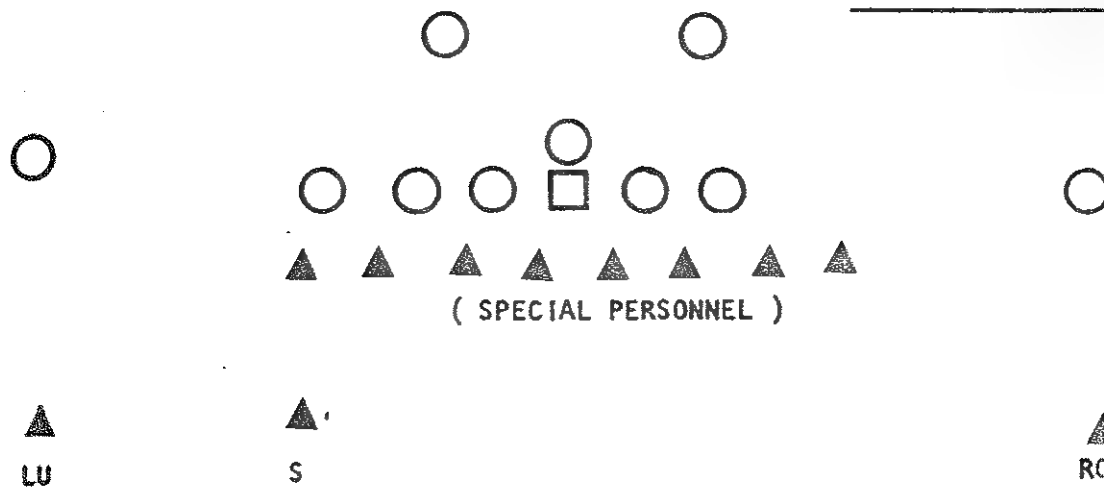


70 DEFENSE

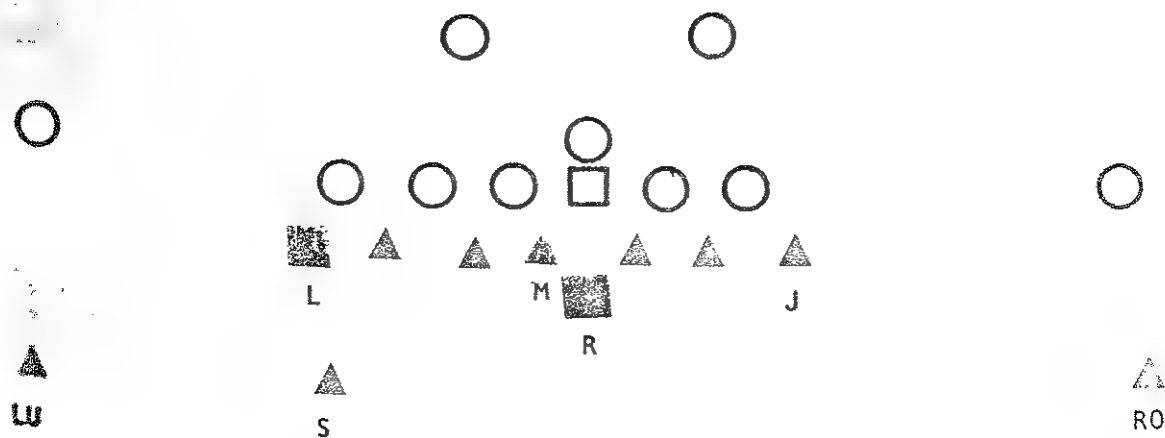


C. DIAGRAMS OF DEFENSIVE FORMATIONS

80 GAPS

SPECIAL PERSONNEL

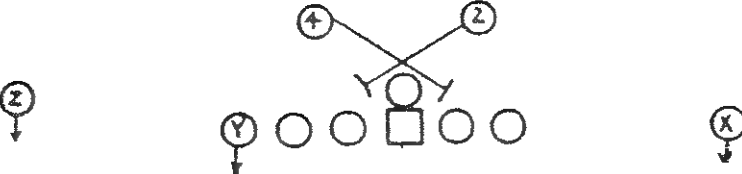
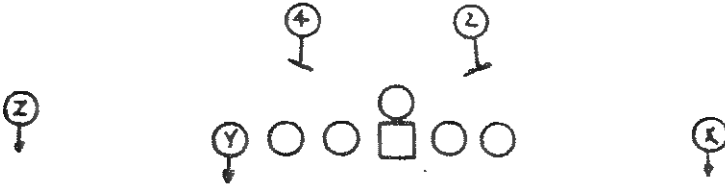
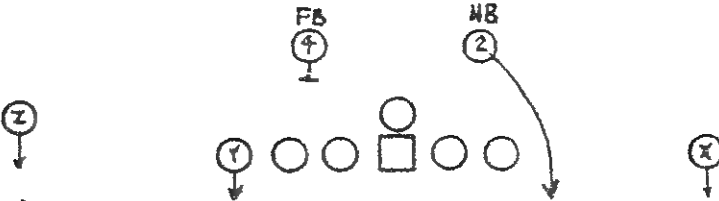
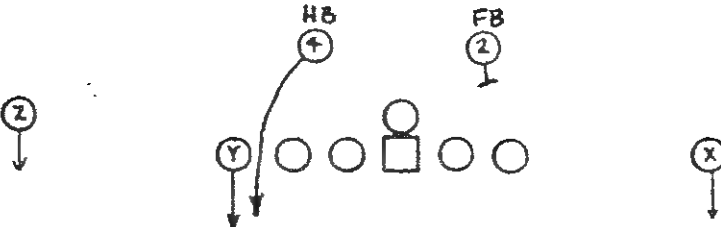
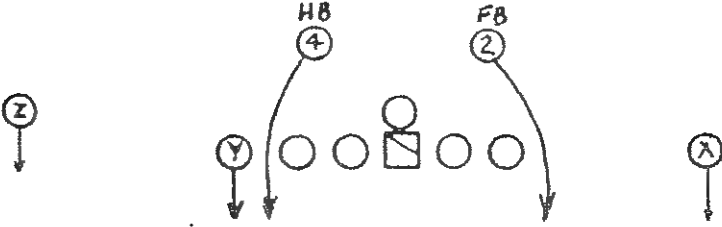
81 DEFENSE

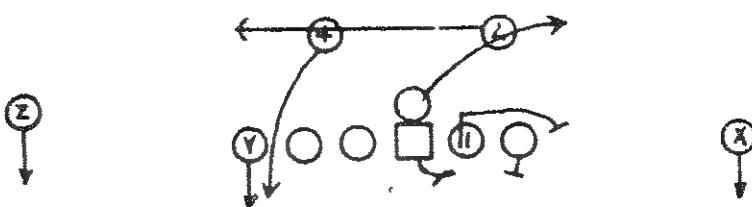
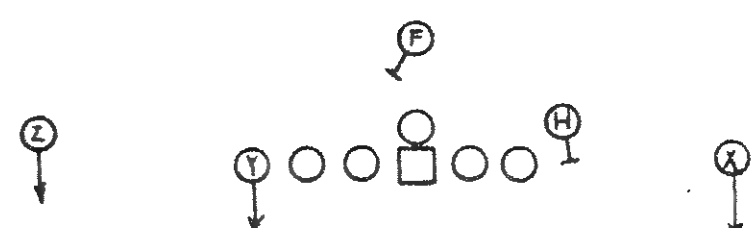
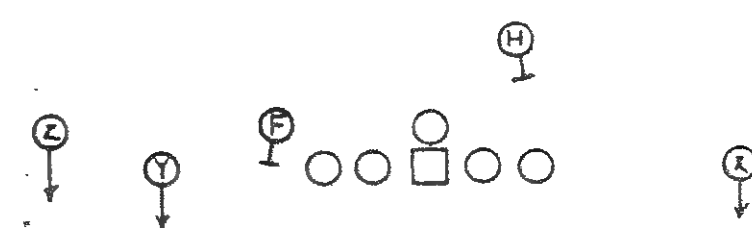
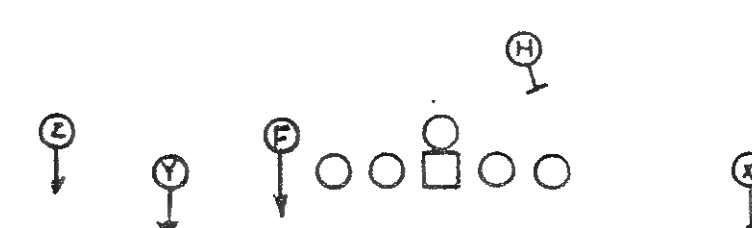
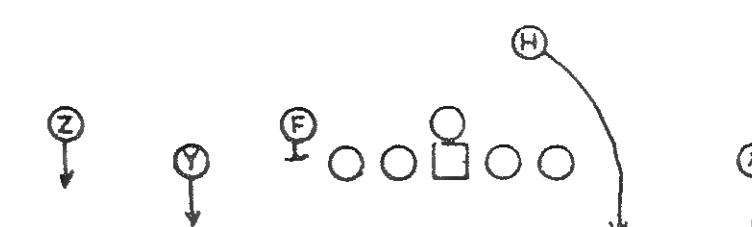


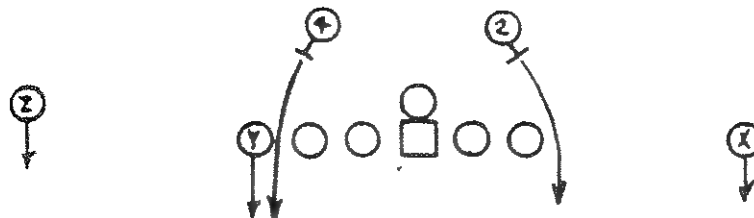
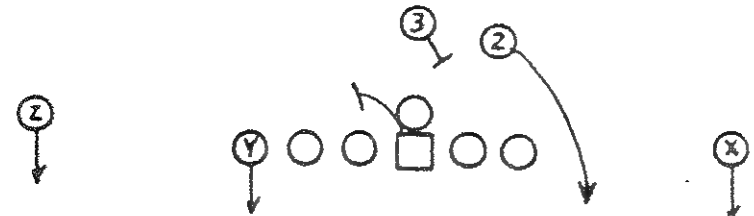
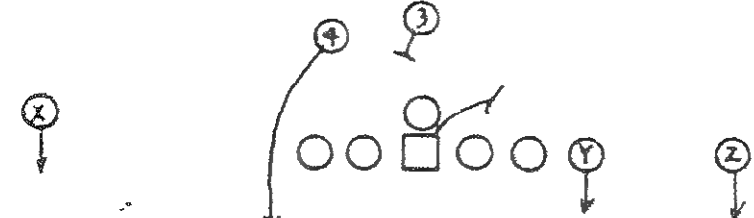
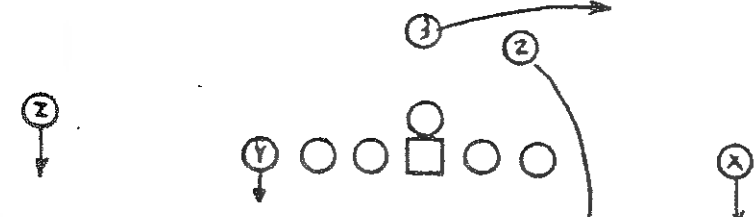
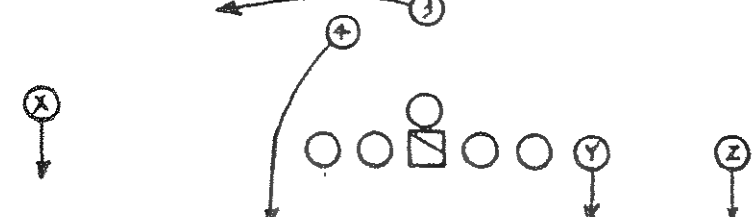
**PASS BLOCKING
IDENTIFICATION**

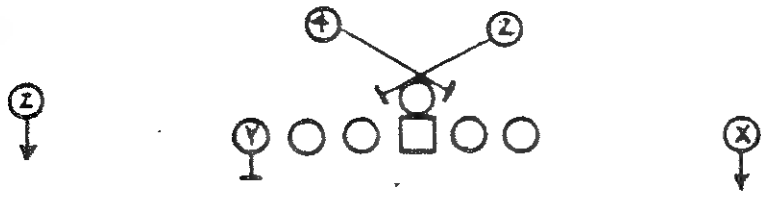
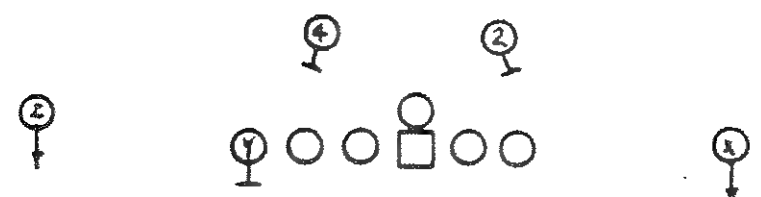
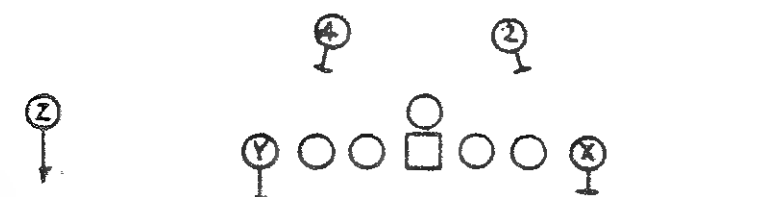
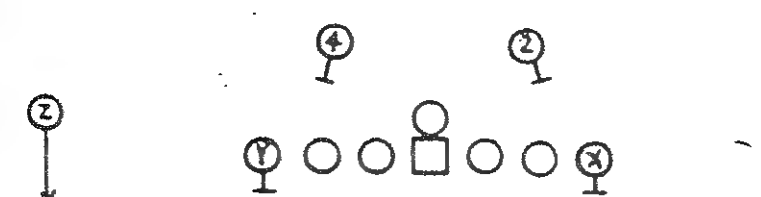
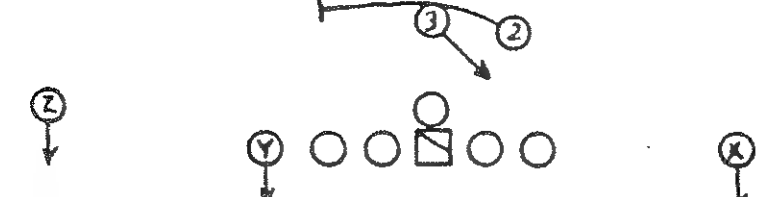
OPPONENTS OFFENSE

THE WASHINGTON REDSKINS

TYPE BLOCKING		FORMATIONS USED
70		RED (USUALLY)
71		RED BROWN BLUE
72		RED
73		RED SPLIT
74		RED SPLIT

TYPE BLOCKING		FORMATIONS USED
JAGGLE BLOCK		RED
71		ACE
71		3 LEFT
73		3 LEFT
72		3 LEFT

TYPE BLOCKING		FORMATIONS USED
75		RED SPLIT
76		BROWN BLUE
77		BROWN BLUE
78		BROWN STALL
79		BROWN STORF

PASS BLOCKING		FORMATIONS USED
80		RED SPLIT
81 "Y" SLOW		RED SPLIT
81 "X" SLOW		RED NEAR SPLIT NEAR
91 "X" & "Y" SLOW		RED NEAR SPLIT NEAR
SWAP BLOCKING		BROWN BLUE

RUSHMEN

TECHNIQUES

RULES

BASIC LINE PLAY

THE WASHINGTON REDSKINS

DEFENSIVE LINE PLAY

The biggest single characteristic of a good defensive lineman is AGGRESSIVENESS. This is the one outstanding principle of defense.

AGGRESSIVENESS Quickness is essential. Great speed is not necessary. We would rather have a QUICK lineman than a HEAVY, SLOW - REACTING player. Our definition of Quickness pertains to lateral movement. We feel, the first few steps should be AS FAST AS AN OFFENSIVE BACK.

DON'T WORRY ABOUT BEING TRAPPED. If a player isn't trapped ONCE IN A WHILE then he isn't a real AGGRESSIVE football player.

PURSUIT

THIS IS THE BACKBONE OF ALL GREAT DEFENSIVE TEAMS. We have never seen a GREAT defensive team at any level of competition that didn't have GREAT PURSUIT.

PURSUIT WILL PLAY AN EVEN GREATER ROLL IN 77-78 SINCE EVERY CLUB WILL BE GUNNING FOR US. In addition, in today's game, I feel the offense will continue to spread out and attempt to take advantage of what we are doing on defense. However, pursuit is of little importance unless you CORRECT THE ANGLE OF PURSUIT. In other words, THE ANGLE OF PURSUIT DEPENDS UPON THE SPEED OF THE OFFENSIVE PLAYER. You should always keep a proper defensive position on the ball carrier. The defensive player should always stay one step behind the ball carrier while on the pursuit angle. This will enable you to keep proper position without over running the ball.

We can improve in this vital area. We will develop the correct angle in practice while our offense is running their plays.

c. RUSHMEN

a. GENERAL PRINCIPLES. The Rushmen have two all important assignments:

1. Protect the territory assigned to them against runs.
2. RUSH THE PASSER.
The linemen in their initial charge disregard opponent's backfield faking. Get off the ball. Read on the move.

b. O MEN

1. PLAYING SCREENS

- (A) RUSH THE PASSER. (You can't be an effective pass rusher and be thinking about dropping off to play screens, unless that is your specific assignment.)
- (B) Jam any potential receiver you can reach without going out of your path. If you sense a screen go over the receiver tough and try to knock him down or off balance on your way to the passer.
- (C) If you are past the receiver, try to make the passer's throw as difficult as possible.
- (D) Play the screen instantly the ball is thrown.
- (E) Never fail to Jam potential screen receivers where there is any indication a screen is coming to your side.
- (F) Especially look for screens your way after you have rushed the passer successfully.

2. RUSHING THE PASSER

- (A) You do more rushing of the passer than any other single maneuver on defense. THIS IS THE MOST IMPORTANT PART OF YOUR DEFENSIVE PLAY.
- (B) Learn all the "pass give-aways" you can.
- (C) Rush in a path that will put you close to the passer if the protection breaks down.
- (D) Gain all the controlled speed you can between your point and the man who sets up to protect you.
- (E) Go through the protector slightly to the outside. (This will protect against statues and roll outs.)

- (F) Keep in your lane. (This will necessitate going through the blocker most of the time.)
- (G) Keep your feet driving until you reach the passer. (This is the most important phase of your rush.)
- (H) As you drive through the protector, keep your eyes on the passer, so if he decides to break, you can break with him.
- (I) If you are in line with the throw, as the passer is throwing, try to obstruct his line of vision by throwing your hands up high, except if he is a good runner. Keep going after the passer if you are not in the line of the throw and especially if he is a dangerous runner.
- (J) Do not get too high while you are running. (It's too hard to change direction and you can be cut down too easily by a blocker.)
- (K) If two protectors set up to take you, go through the outside one.
- (L) If two protectors set up wide, go for the inside one, then change your course and drive over the outside one. This will eliminate good roll out quarterbacks taking off to the outside.
- (M) If the protector likes to throw a body block, veer more toward the middle so that he has to throw his block quickly. Then you will have an easy path to the passer.
- (N) Don't give ground to the outside when your opponent sets up wide. Take your regular course until you are even with him, then drive.
- (O) Don't Fade if an offensive back attempts to block you. Drive over him, then shear off his outside.
- (P) After a pass is thrown, go to the side of the field to which the pass was thrown. If the pass is down the middle, go to your own side.
- (Q) Vs a Hart or Munson type of quarterback, disregard the quarterback run threat. Do everything possible to hurry the passer or prevent the pass from being thrown. Don't tackle such QBs low, or around the waist or chest. If close enough, come down with outstretched arms on top of his shoulders and passing arm. If not close enough for that, get in the line of the throw and jump as high as possible with arms outstretched and waving. Make the quarterbacks throw high over you or around you.

3. PLAYING RUNS

- (A) Do not follow the FLOW of your opponents backs, behind their line, any farther than a point directly behind the center.
- (B) Always assume a play is coming back your way even though the FLOW is away from you unless you see quarterback has ball and is retreating to pass. You are the safety valve on all comeback plays.
- (C) Always go in to tackle "Roll out quarterbacks", who are dangerous runners, and always Rush to the OUTSIDE.
- (D) On TAG blocks on your 1 Man always play for 4 or 5 TAG TRAPS, whichever side you are on, first -- turning parallel to line low and play it with inside shoulder. You have a little time before trapper can get to you if you are observing. TAG blocks are usually used on 4 and 5 TRAPS except on fake pass runs excepting DRAWS. Even on 4 and 5 DRAW TRAPS, TAG blocks are frequently used on the "on" 1.
- (E) Vs. Onside pulling tackle. Go with tackle sometimes but not always and play for tosses and pitches but have some teammate cover you when you go.
- (F) When tackle blocks in, close down hard but extend hands to ward off guard if a cross block has been called for an inside or outside run.

c. 1 MEN

1. PLAYING SCREENS

- (A) RUSH THE PASSER. (You can't be an effective pass rusher and be thinking about dropping off to play screens, unless that is your specific assignment.)
- (B) JAM OR GROUND ANY POTENTIAL RECEIVER YOU CAN REACH WITHOUT GOING OUT OF YOUR PATH. IF YOU SENSE A SCREEN GO OVER THE RECEIVER TOUGH AND TRY TO KNOCK HIM DOWN OR OFF BALANCE ON YOUR WAY TO THE PASSER.
- (C) If you are by the receiver, try to make the passer's throw as tough as possible.
- (D) Play the Screens instantly the ball is thrown.

2. RUSHING THE PASSER

- (A) YOU DO MORE RUSHING THAN ANY OTHER ONE MANEUVER ON DEFENSE. THIS IS THE MOST IMPORTANT PART OF YOUR DEFENSIVE PLAY.
- (B) Learn all the "pass give-aways" you can.
- (C) Rush in a path that will put you close to the passer if the protection breaks down.
- (D) Gain all the controlled speed you can between your point and the man who sets up to protect you.
- (E) Keep in your lane. (This will necessitate going through the blocker most of the time.)
- (F) Keep your feet driving until you reach the passer.
- (G) As you drive through the protector, keep your eyes on the passer, so if he decides to break, you can break with him.
- (H) If you are in line with the throw as the passer is throwing, try to obstruct his line of vision by throwing your hands high, unless he is a good runner. Keep going for the passer if you are not in the line of the throw and always if he is a dangerous runner.
- (I) Do not be too high on your run. (It's too hard to change direction and you can be cut down too easily by a blocker.)

- (J) If two protectors set to take you fake one and go over the other or split them.
- (K) After pass is thrown, go to the side of the field where the pass is thrown. If the pass is down the middle, go to your own side.
- (L) Vs. Hart or Munson type QB ----- disregard quarterback run threat. Do everything possible to hurry pass or prevent pass from being thrown. Don't tackle such quarterbacks low or around the waist or chest. If close enough come down with outstretched arms on top of the shoulders and passing arm. If not close enough for that get in line with throw and jump high as possible with arms outstretched and waving, making such quarterbacks thrown high over you or around you.

3. PLAYING RUNS

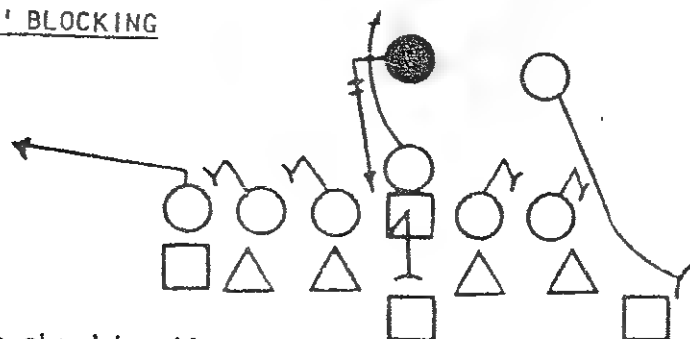
- (A) Vs. WEDGE blocking -- submarine.
- (B) Reverses or Comebacks are not your primary responsibility.
- (C) Vs. Tag in blocks on you, pivot or spin to close the outside.
- (D) Vs. Guard pulling to his own side -- drive into tackle on that side with hand or forearm shiver.

4. PLAYING DRAWS

Draws are never the primary responsibility of rushmen, except where the defense called may designate an "I" Man to be responsible for draws. (Example: 80 Gap 3 D Wig Hal.)

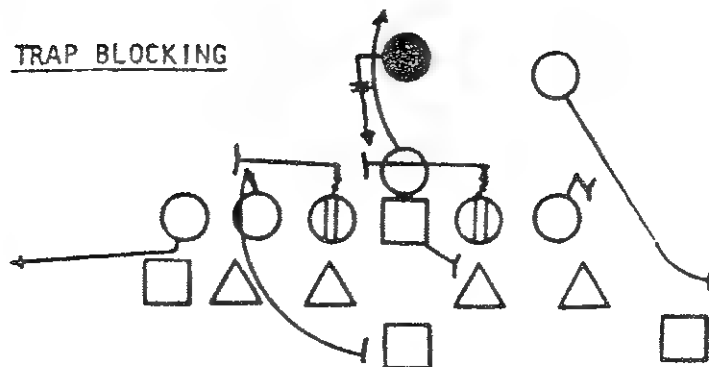
The following paragraph deals with the basic four man rush only and the reaction to a draw. There are two basic types of blocking used in draws: "M" Blocking and Trap Blocking.

"M" BLOCKING



Everyone should yell "DRAW" upon recognition. Two most effective ways to play this draw:

1. Spin (best method)
2. Throw opponent and react back to line of scrimmage.

TRAP BLOCKING

Everyone should yell "DRAW" upon recognition. Ric can react quickly to this type draw, as his block is immediate. Two most effective ways to play this draw:

1. Spin (best method)
2. Throw opponent.

LIN: This is a tough block for you to play. Your reaction should be back to line of scrimmage. If trapping guard has already made contact then spinning is best method of reaction.

RUSHMEN VS. DRAWS: It is a must that you take the correct angle so that when the runner maneuvers to get past a BU, you will be in a position to make tackle.

1. Do not run around blocks.
2. Do not continue rush after you have recognized draw.

USE OF HANDS BY RUSHMEN

INTRODUCTION:

THE ONLY ADVANTAGE THAT THE RULES PROVIDE FOR THE DEFENSIVE PLAYERS, IS
THAT THEY ARE PERMITTED TO USE THEIR HANDS. HANDS ARE USED TO WARD OFF
BLOCKERS, TO ALLOW THE DEFENSIVE PLAYERS TO GET TO THE POINT OF ATTACK.
IF YOU FAIL TO MAKE USE OF THESE LETHAL WEAPONS, YOU ARE NOT GOING TO
REACH YOUR POTENTIAL AS A DEFENSIVE PLAYER.
ALL GOOD DEFENSIVE LINEMEN USE THEIR HANDS TO KEEP THE OFFENSIVE BLOCKERS
AWAY FROM THEIR BODY.

LET'S BE THE BEST IN THE LEAGUE IN THIS VITAL FUNDAMENTAL. USE OF YOUR
HANDS ARE NECESSARY WHETHER YOU ARE PLAYING A RUN OR RUSHING THE PASSER.

Probably the most important single factor in good defensive football is the use of hands and pursuit. They compliment each other.

The term, "use of hands", means the use of hands, forearms and shoulders to keep an offensive man away from your legs and body long enough to permit you to read, diagnose, react and get to the point of attack.

Remember you may not be able to play off blocker with your hands, but you can play yourself off blocker.

You must retain freedom of movement or pursuit, consequently your legs must remain free.

To accomplish this you must develop the ability with the use of your hands, forearms and shoulders to protect yourself from any blocker. There are many different names for these maneuvers and many different types of maneuvers. However, for the most part they fall in three categories. They are:

1. Hand or Forearm Shiver
2. Forearm Lift
3. Foot Fake and Hand Slap or Hand Swipe
4. Arm over

1. THE HAND OR FOREARM SHIVER - This maneuver encompasses the use of both hands. One on opponents shoulder, the other on opponents head. Step into opponent with back foot, always keeping feet and legs well back of you. Thrust hands forward in upward movement delivering blow with base of palms, arms extended, elbows locked - Raise opponent, this will keep him away from your body. Read, diagnose, react, pursue ball carrier, or get to point of attack.

The Forearm or Hand Shiver can be applied in most cases where the opponent is trying to use a side body or reverse body block.

Examples:

Center blocking the onside I-Man - Tackle M
blocking the O-Man - Tackle blocking the I-Man
using a reverse body block.

2. FOREARM LIFT - This maneuver is used mostly on close in blocks, where the blocker reaches you much quicker and with much more power. Also can be used when you attempt to run thru a blocker protecting for the passer - who is using an upright blocking stance - you use the forearm nearest the blocker. Aim arm between neck and shoulder, under chest and lift blocker, controlling his head from this position. Read, diagnose, react, and get to the point of attack. This maneuver would apply in most situations where the opponent is using a shoulder block. Remember here too, you must keep feet and legs back of you, free from any contact as you must be able to pursue in any direction.

3. THE HAND SLAP OR HAND SWIPE - This maneuver is used by linemen who are quick and agile, both against runs and passes.

Execute a fast jab step in one direction as the blocker reacts to meet this fake and comes in direction of fake, you use your hands to slap or swipe him on the head and body compelling him to continue in direction of your fake. At the same instance change feet direction and go behind him to the point of attack.

If he doesn't go for the fake, use your hands on him from the inside and continue in direction of original fake.

4. ARM OVER - This maneuver is used by linemen in rushing the passer.

Execute a fast step to the inside, as the blocker reacts to meet this fake grab the blocker by his outside shoulder with your outside hand bringing your inside arm up and over getting your body by the blocker. Be sure to bring the inside arm all the way over to keep blocker behind you.

NOTE: You may strike an opponent above the shoulders on your initial charge, or to ward him off, according to the Official N.F.L. Rules. However, you may not at any time grasp an opponents face mask. Penalty: 15 yards.

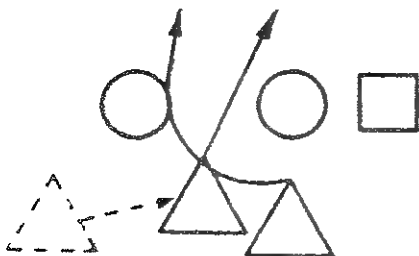
STUNTING

Stunting by Rushmen can be very effective, if used intelligently and with moderation. (Basically, stunting is exchanging responsibility with someone else.) The most important factor in any stunt is to make sure you do not get cut off. If you do not replace the man you are supposed to, the defense is vulnerable to a large gain and perhaps a score.

By stunting, it is possible to upset the blocking patterns against the run or spring someone loose to harass or sack the quarterback. By upsetting the running game, offensive blockers begin to hesitate before coming off the line, therefore, upsetting their timing and charge. They start "thinking" and when this happens, the effectiveness is diminished considerably, for "Every time you think, you hurt the team."

We will attempt to upset their pass blocking as well as destroy their running attack, and in this way we can sack their quarterback. Steady, constant pressure is the most important thing we can get, but as the offense adjusts to our strengths, occasional stunts become very effective. This is particularly true if a team is trying to adjust with splits in the line. By doing this, they are weakening an area that we should take advantage of. It behooves each and every one of you to recognize these compensations and know what to do to combat them. Don't stunt just to be stunting. Have a definite reason or objective.

The best example of defeating splits is when the offensive tackle has widened up because the defensive end is beating him outside, the end jumps inside and blows, with the defensive tackle then covering.



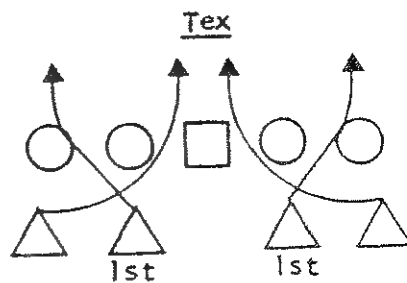
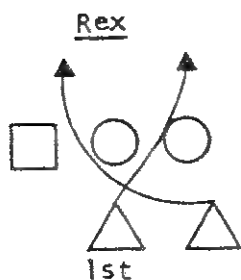
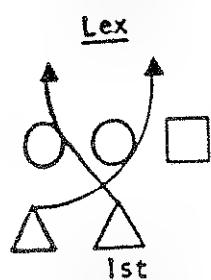
Variations are many and change with various teams. We will study these individually and determine the most effective type stunts or proper adjustments.

Also, you must know the complete defensive structure so that you are not in conflict with the charge or responsibility of a teammate.

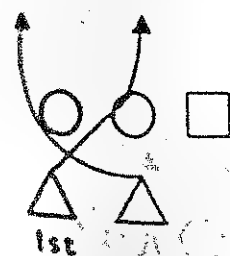
Keep in mind that in any stunt, one man is put in a primary position to do as much damage as possible but the secondary man's effort is responsible for turning him loose. However, recovery and second effort by the secondary man is invaluable. Do not go blindly, out of control and sacrifice yourself at any time. If at any time "sacrifice" seems necessary, do it with aforethought and a semblance of reason. When you are right you are very, very right, but when you are wrong you are horrible.

RUSHMEN STUNTS

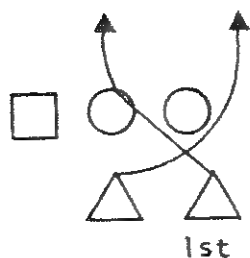
"0" Men and "1" Men



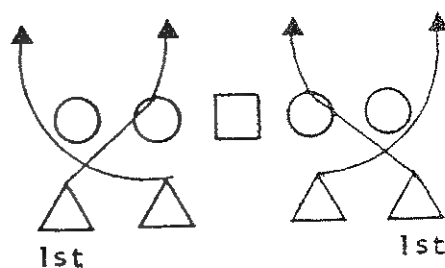
Lex Change



Rex Change

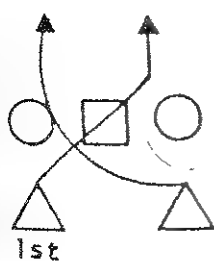


Tex Change

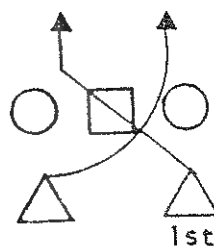


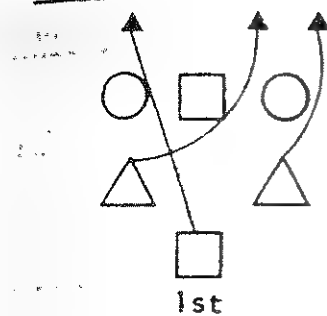
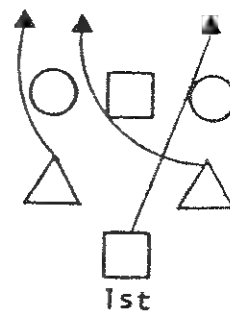
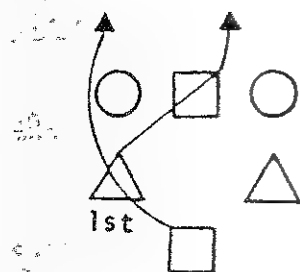
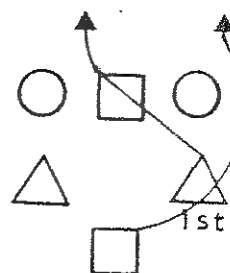
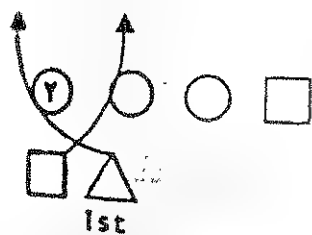
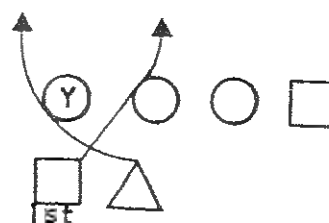
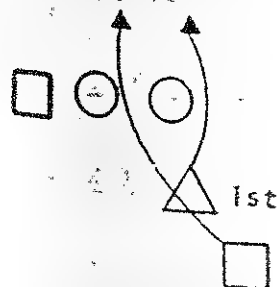
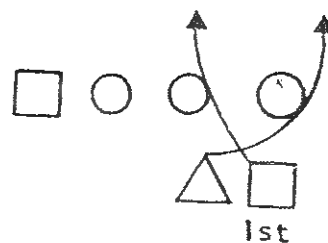
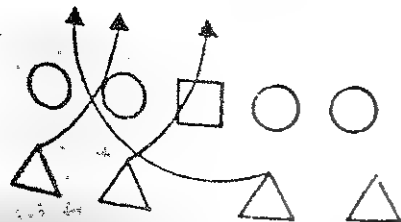
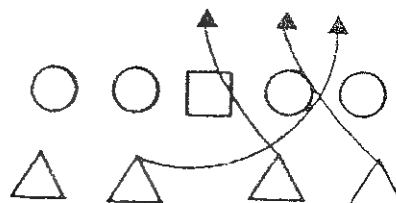
Ric and Lin

Isaac Lin



Isaac Ric



Skeezix LinMac and "I" MenSkeezix RicSkeezix Lin ChangeSkeezix Ric ChangeSoxStub and "O" ManSox ChangeBuck and "O" ManOxOx Change"I" Men and "O" MenIso RicIso Lin

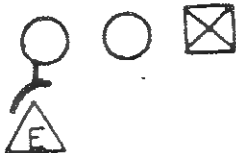
1. "N" BLOCK
Everyone in the Offensive Line blocks MAN FOR MAN, straight ahead.
2. TRAP BLOCK
ISOLATE one man and block him OUT AT THE HOLE. This is an inside-out block and is usually the offside Guard pulling onside.
3. CROSS BLOCK
One Lineman LEADS IN FRONT OF ANOTHER and they block each others man. This occurs between a Guard and Tackle.
4. SWITCH BLOCK
One man BLOCKS BACK and the other man STEPS AROUND and comes STRAIGHT UP INTO THE HOLE.
5. BIM BLOCK
A block where A BACK BLOCKS THE "O" MAN. This is usually the Fullback on the Defensive End.
6. BOB BLOCK
Designate the Onside BACK TO BLOCK THE 2nd MAN OUTSIDE OF LIN or RIC. This is usually the LINEBACKER, but could be LON or ROY.
7. SWIPE BLOCK
A block by an OFFENSIVE BACK ON AN "I" MAN to isolate the defensive lineman by initially trying to drive him out.
8. LOG BLOCK
One man FAKES A TRAP and takes his man INSIDE instead of KICKING HIM OUTSIDE.
9. EAT or TAG BLOCK
DOUBLE TEAM BLOCK by End and Tackle (EAT) or Tackle and Guard (TAG) on "O" Man or "I" Man. We also refer to this as a POWER BLOCK and it is ALWAYS ONSIDE.
10. DOWN BLOCK
This is a block by "Y" or "X" on the "O" MAN. Usually the onside Guard or Tackle is pulling.
11. HOOK BLOCK
The Offensive Man attempts to block the Defensive Man INSIDE OR OUTSIDE FROM A HEAD ON POSITION. This is a form of turn out or turn in blocking.
12. HUNCH BLOCK
A HELP BLOCK by the NEAR BACK on a Defensive Lineman or Linebacker by initially trying to drive him in.
13. BANG BLOCK
This is a REPLACEMENT BLOCK that is used on the Full Series where the Fullback "BANG BLOCKS" the "I" Man, LIN OR RIC.
14. WEDGE BLOCK
ALL OFFENSIVE LINEMEN BLOCK SHOULDER TO SHOULDER to the Inside and drive the Rushmen backward.
15. SEAL BLOCK
A block used to WALL OFF A DEFENSIVE AREA. Usually used by the Offside Tackle.
16. CUT BLOCK
The CENTER SLIDES to block LIN or RIC and attempts to CUT HIM DOWN. This is always an Onside block.
17. POWDER BLOCK
A block designed for "quick" plays Outside and the "Z" or "X" Man POWDERS THE BU or possibly the "O" Man.
18. B BLOCK
This is a block by "Y" blocking down on the "O" man and Tackle pulling to Block Stub.
19. A BLOCK
This is a block by "Y" blocking down, Tackle releasing to the inside and onside Guard pulling to block at hole on Stub.

M - BLOCK

THE OFFENSIVE TACKLE BLOCKS STRAIGHT INTO THE "O" MAN AND TAKES HIM WHEREVER HE WANTS TO GO. DEFEAT THIS BY CONTROLLING THE TACKLE AND NOT TAKING A SIDE UNTIL YOU HAVE LOCATED THE BALL CARRIER. YOU MUST DELIVER A BLOW WITH THE FOREARM OR HANDS TO DEFEAT THIS BLOCK. IT DEPENDS ON THE SITUATION.

HOOK BLOCK

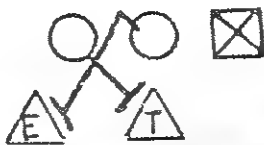
THE OFFENSIVE TACKLE TRIES TO KEEP THE "O" MAN FROM GETTING OUTSIDE. ONLY USED WHEN "O" MAN IS PLAYING TOO TIGHT OR CHARGING INSIDE. "O" MAN SHOULD NOT BE CAUGHT, BUT IF HE IS, SPIN OR FIGHT PRESSURE TO THE OUTSIDE AND PURSUE.

TURNOUT BLOCK

TACKLE TRIES TO KEEP THE "O" MAN FROM CLOSING TO THE INSIDE. THIS CAN COME FROM "M" BLOCKING AND THE TACKLE TAKING INSIDE AWAY OR DIRECT CONTACT TO INSIDE. THIS IS DONE BECAUSE BALL CARRIER MAY CUT BACK INTO TERRITORY OF "O" MAN IF TURNED LOOSE. THE PACKERS DO A GOOD JOB ON THIS. DO NOT RUN AROUND BLOCKS. WORK YOUR WAY DOWN THE LINE OF SCRIMMAGE, UNDER CONTROL. C.P. TACKLE MAY SET FOR PASS TO INFLUENCE YOU, THEN TURN OUT. WHEN YOU SEE THIS, GET BACK TO INSIDE - DON'T RUN AROUND.

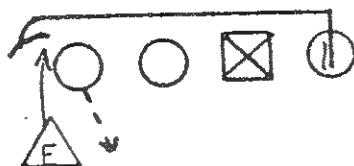
CROSS BLOCK

USUAL RULE FOR THE CROSS BLOCK IS THAT UNCOVERED MAN GOES FIRST. TACKLE THEN USUALLY GOES FIRST ON "I" MAN. GUARD WILL DROP STEP AND KICK "O" MAN OUT. "O" MAN MUST NOT BE CAUGHT UP FIELD OR RUN AROUND BLOCK. CLOSE HARD. SET GUARD BACK INTO 5 OR 4 HOLE. C.P. ON SHORT YARDAGE, WE MAY TIGHTEN THE DEFENSIVE LINE SO THE "I" MEN ARE GAPPED AND "O" MEN HEAD UP. IN THIS CASE, THE GUARDS MAY COME FIRST WITH TACKLE DROP STEPPING TO KICK "I" MEN IN.



LOG BLOCK

THIS BLOCK IS PERFORMED WHEN A DEFENSIVE MAN IS CLOSING TOO AGGRESSIVELY TO BLOCK OUT. IF TRAP OR CROSS BLOCK HAS BEEN CALLED AND BLOCKER FIND "O" MAN TOO FAR OUTSIDE, GUARD WILL HOOK "O" MAN RATHER THAN KICK HIM OUT. IF THIS SITUATION DEVELOPS, IT IS USUALLY BECAUSE THE "O" MAN HAS REMAINED ON THE L.O.S. AND HAS NOT GOTTEN OFF THE BALL. BE AGGRESSIVE. FIGHT BACK TO THE OUTSIDE.



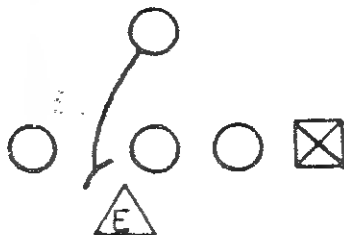
DOWN BLOCK

BLOCK BY "Y" OR "X" ON THE "O" MAN. USUALLY THE ONSIDE GUARD OR TACKLE IS PULLING. PLAY IS WIDE, "O" MAN SHOULD REACT TO OUTSIDE AND PURSUE. IF OFFENSIVE END IS SPLIT AND ATTEMPTS TO DOWN BLOCK, YOU CAN BEAT HIM ACROSS THE LINE AND INTO THE PLAY, IF YOU ARE GETTING OFF THE BALL AND MOVING. LISTEN FOR THE CALL FROM STUB ON "Y" SPLIT.



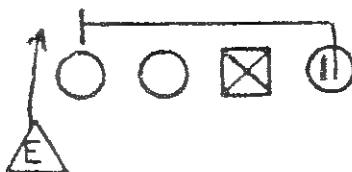
BIM BLOCK

A SHOULDER BLOCK BY THE STRONG BACK. OFFENSIVE TACKLE BLOCKS DOWN AND SEALS SETTING UP "O" MAN FOR NEAR BLOCK. GUARD IS USUALLY PULLING AS PLAY IS DESIGNED TO GO WIDE. "O" MAN SHOULD GET ACROSS L.O.S. AND WORK Laterally, USING YOUR HANDS TO STRING OUT THE PLAY.



TRAP BLOCK

USUALLY PERFORMED BY THE "OFF" GUARD. COULD BE THE CENTER ON OCCASION, LIKE S.F. 49ERS. PLAY IS DESIGNED TO GO INSIDE. MEET TRAPPER WITH INSIDE SHOULDER. DO NOT WAIT ON L.O.S. AND GET LOGGED. DO NOT GET TOO FAR UPFIELD SO YOU GET KICKED OUT.



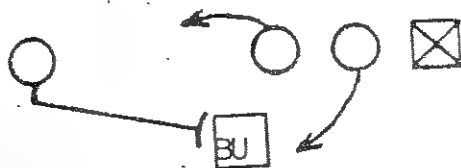
DOUBLE TEAM (POWER) BLOCK

"O" MAN IS AT P.O.A. AND MUST BE REMOVED BY THE OFFENSIVE TEAM. HOLD YOUR GROUND. IF YOU ARE BEING DRIVEN BACK, DROP TO THE GROUND. TRY TO SPIN OUT OF A DOUBLE TEAM. PLAY ONE OR THE OTHER, USUALLY PLAY THE LEAD BLOCKER, BUT DON'T TRY TO DEFEAT BOTH MEN. IF "O" MAN IS NOT DRIVEN BACK, THE SIZE OF THE HOLE CAN BE CONTROLLED BY THE L.B.



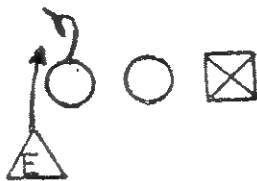
POWDER BLOCK

DESIGNED FOR PLAYS LIKE TOSS OR PITCH SERIES. WHEN BALL IS TOSSED OUTSIDE, LOOK FOR A BLOCK FROM THE OUTSIDE. THIS BLOCK IS SIMILAR TO A PEEL BLOCK BECAUSE IT CAN TAKE PLACE AT ONCE OR DEVELOP LATE, DEPENDING ON THE TIMING OF THE PLAY. BLOCK CAN COME FROM STRONG OR WEAK SIDE. IT IS USUALLY ON THE BU, BUT CAN BE ON THE "O" MAN.



PASS BLOCK

OFFENSIVE TACKLE SETS FOR RUSH OF "O" MAN. THE MORE TIME THE TACKLE HAS, THE BETTER HE CAN ADJUST. BE ON HIM QUICK AND DRIVING. IF TACKLE KEEPS "O" MAN OUTSIDE FOR AT LEAST 6 YARDS, "O" MAN SHOULD DRIVE INTO POCKET LATERALLY TO QUARTERBACK.



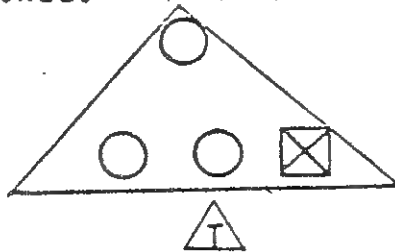
DRAW BLOCK

TACKLE SETS FOR PASS AND INVITES THE "O" MAN OUTSIDE. TACKLE MAY RELEASE FOR MAC, GUARD WILL THEN KICK "O" MAN OUT. WHEN "O" MAN RECOGNIZES DRAW, SPIN BACK TO INSIDE AND GET INTO PLAY. YELL "DRAW, DRAW, DRAW" AS SOON AS YOU ARE SURE!



THE "I" MAN MUST ADHERE TO THE SAME GENERAL PRINCIPLES AS THE "O" MAN. THE DIFFERENCE IN THE TWO POSITIONS IS THAT THERE IS MORE TRAFFIC ON THE INSIDE, REACTION TO EITHER SIDE IS IMPORTANT AND THE PASS RUSH IS MORE STRENGTH THAN SLASHING. THE "I" MAN'S GREATEST ASSET IS HIS QUICKNESS. HE MUST HAVE SIZE, STRENGTH, AGILITY AND ALERTNESS, BUT MOST IMPORTANT HE MUST BE QUICK.

- A. POSITION AND STANCE - THREE OR FOUR POINT STANCE, DEPENDING UPON PHYSICAL CHARACTERISTICS, HEAD ON GUARD, CROWD THE L.O.S. HAVE ENOUGH WEIGHT FORWARD TO MEET THE "M" BLOCK SO AS NOT TO BE DRIVEN BACK OR RAISED UP BY THE GUARD.
- B. "KEY" FOR THE "I" MAN IS A TRIANGLE FORMED BY THE CENTER, GUARD AND TACKLE. "I" MAN MUST ALWAYS KNOW IF BACK IS ON HIS SIDE.

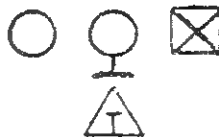


THIS IS SIMILAR TO THE "O" MAN BECAUSE OF THE PERSONNEL INVOLVED (I.E., T - G - C), AND TYPES OF PLAYS RUN AT "I" MEN. IT IS IMPORTANT, AT TIMES VERSUS SPECIFIC CLUBS, TO REMAIN OFF THE BALL IN ORDER TO REACT TO ALL POSSIBLE COMBINATIONS.

- C. BLOCKING AT P.O.A. - THE FOLLOWING BLOCKS ARE THOSE WHICH THE "I" MAN MUST BE ABLE TO SEE AND DEFEAT. BE STRONG, BE ALERT AND KNOW WHERE YOUR HELP COMES FROM. NEVER GET BEATEN SO BADLY THAT YOU CUT OFF OR PREVENT OTHERS FROM GETTING INTO THE PLAY.

1. M - BLOCK

DEFEAT MOMENTUM WITH FOREARM BY CONTROLLING THE BLOCKER AND LOCATING THE BALL. USED ON 27 M HUNCH, 37 M BOB, ETC.



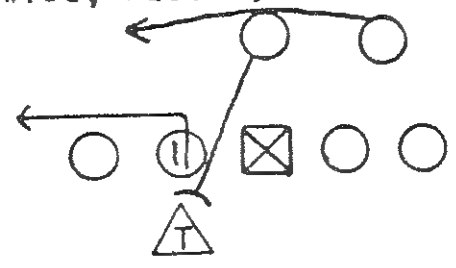
2. CENTER CUTOFF BLOCK

USED ON PLAYS DESIGNED TO GO WIDE, SUCH AS 29 BIM. "I" MAN MUST BE AGILE AND SHED BLOCKER. DO NOT GET TANGLED UP. CENTER WILL NORMALLY BE TRYING FOR LEGS.



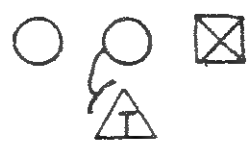
3. SWIPE BLOCK

REPLACEMENT BLOCK BY BACK FOR PULLING LINEMAN. WILL BE USED ON PLAYS GOING WIDE, ALSO 29 FM GRACE, 21 RAM TRAP.



4. HOOK BLOCK

BASICALLY A CUTOFF BY THE OFFENSIVE GUARD. DIFFERS FROM AN "M" BLOCK IN THAT THE GUARD WILL TAKE A SIDE.



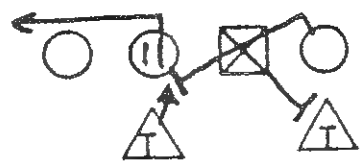
5. SWITCH BLOCK

DESIGNED FOR 0-1 HOLE PLAY. USED ON 21 & 40 RAM TRAP. CLOSE HARD AND BE AWARE OF BACK VEERING THRU 4 & 5 HOLE.



6. TRAP BLOCK

DESIGNED FOR 0-1 & 2-3 HOLES WHEN MAC IS PLAYING DEEP ENOUGH FOR OFFENSIVE TACKLE TO BLOCK. ALSO ODD TRAP WHEN MAC IS SHALLOW.



7. CROSS BLOCK

MAY BE USED WITH CENTER DOUBLE TEAM. REACT TO GUARDS MOVEMENT TRYING TO HIT THE 4-5 HOLE. GUARD MAY GO FIRST, BUT GENERAL RULE IS UNCOVERED MAN (TACKLE) GOES FIRST.

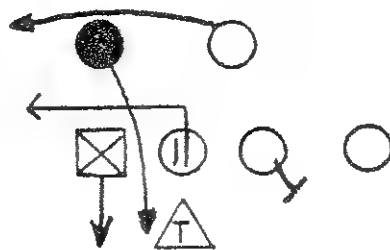


SUCKER INFLUENCE BLOCKING

USUALLY USED WITH A NEAR END TO THE WEAK SIDE.

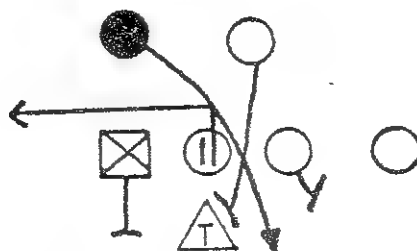
A. SUCKER BLOCK

INFLUENCE MAY COME FROM THE CENTER, BUT THIS IS PURE FORM OF INFLUENCE.



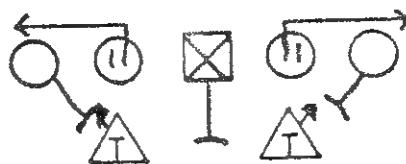
B. SWIPE BLOCK

HALFBACK HELPS ON "I" MAN AFTER HE IS INFLUENCED. USED TO GOOD ADVANTAGE ONLY WHERE L.B.'S NOT KEYING BACKS.



C. TACKLE INFLUENCE

0-1 HOLE AND COUNTS ON TACKLES REACTION TO OPEN HOLE.



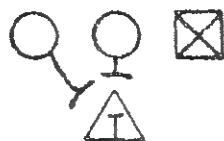
D. DOWN BLOCK

OFFENSIVE TACKLE BLOCKING FOR END RUN OR OFF TACKLE PLAY. "I" MAN MUST FIGHT PRESSURE AND NOT BE COLLAPSED.



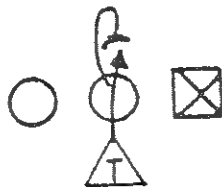
DOUBLE TEAM (EAT OR TAG) BLOCK

NORMALLY GUARD & TACKLE WORKING TOGETHER TO CLEAR AREA. HOLD GROUND, BE STRONG, TRY TO SPIN OUT Laterally IF CAUGHT. IF BEING PUSHED BACKWARD, DROP TO GROUND.



11. PASS BLOCK

OFFENSIVE GUARD WILL SET IN FORMAL CUP PROTECTION.

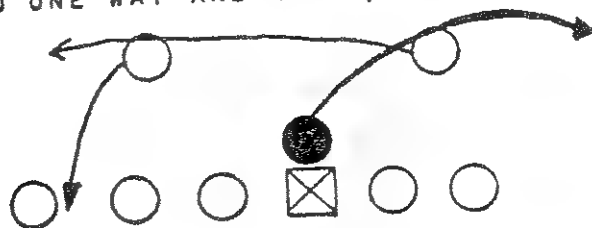


12. PLAY PASS BLOCKING

OFFENSIVE GUARD WILL USUALLY "FIRE-OUT" AGGRESSIVELY. PLAYERS MUST LEARN TO "READ" BLOCKS INSTANTLY.

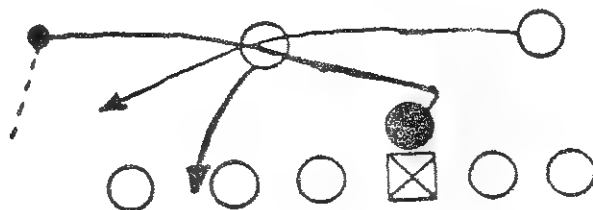
A. WAGGLE ACTION

BACKS GO ONE WAY AND THE QB IN THE OPPOSITE DIRECTION.



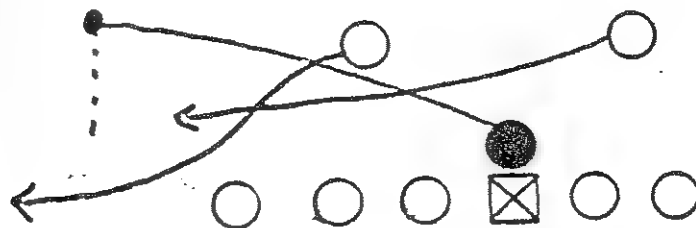
B. ROLLOUT ACTION

THE BACKS AND QB IN THE SAME DIRECTION, STRONG OR WEAKSIDE



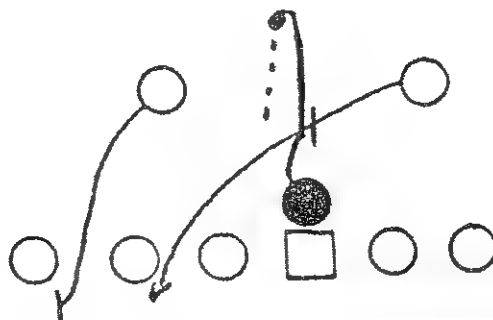
C. SPRINT ACTION

BACKS AND THE QB IN THE SAME DIRECTION, BUT THERE IS NO PIVOT BY THE QB. HE LEAD STEPS IN THE DIRECTION OF THE PLAY.



D. PLAY PASS ACTION

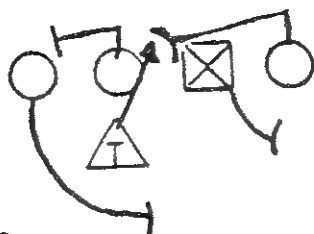
QB USUALLY GOES STRAIGHT BACK AFTER FAKE.



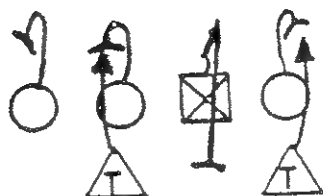
DRAW BLOCKS

FOUR TYPES OF DRAW BLOCKING ARE USED. THEY ARE: A. TRAP, B. "M", C. LEAD, AND D. PLAY ACTION.

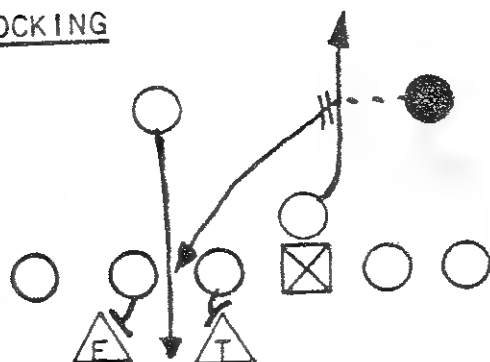
A. TRAP BLOCKING



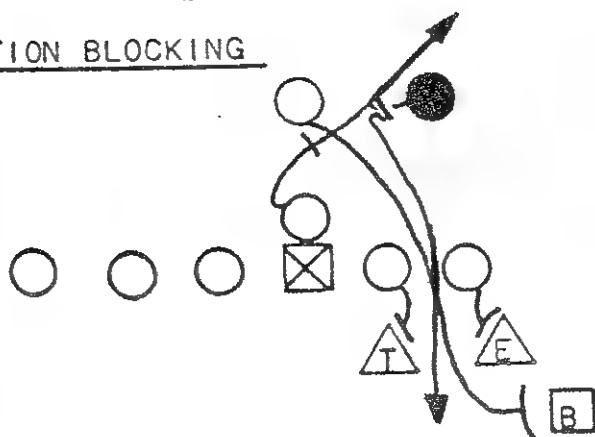
B. "M" BLOCKING



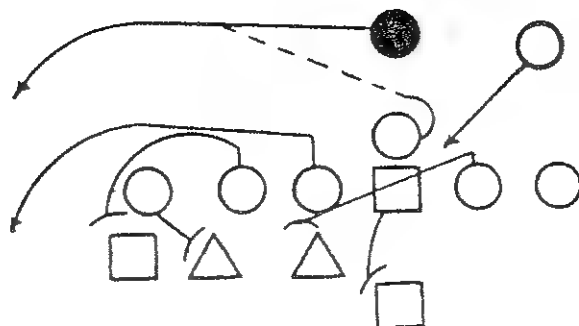
C. LEAD BLOCKING



D. PLAY ACTION BLOCKING

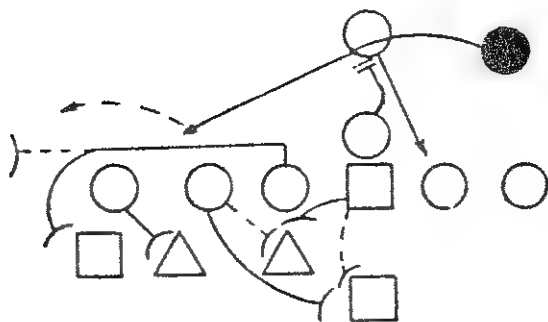


2 BLOCK



This is a block by "Y" down blocking on "O" Man and Tackle pulling to block Stub. If "Y" is split "O" Man, by being quick off ball, can beat block across line. If "Y" is tight this is usually a tip and "O" Man must now fight through or spin out of block. Listen to Stub for calls.
Example: 39 FLIP B GRACE.

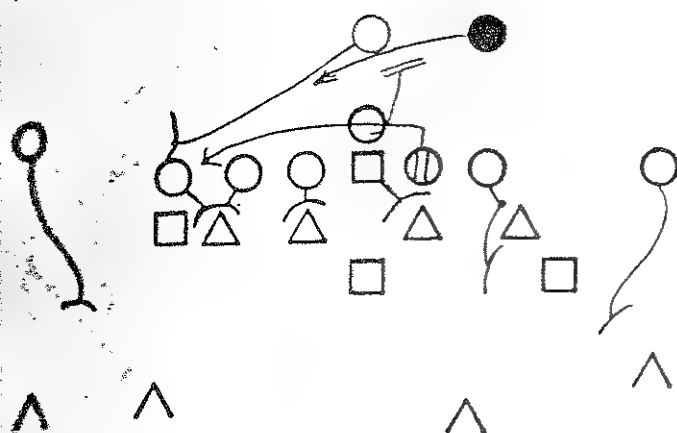
1 BLOCK



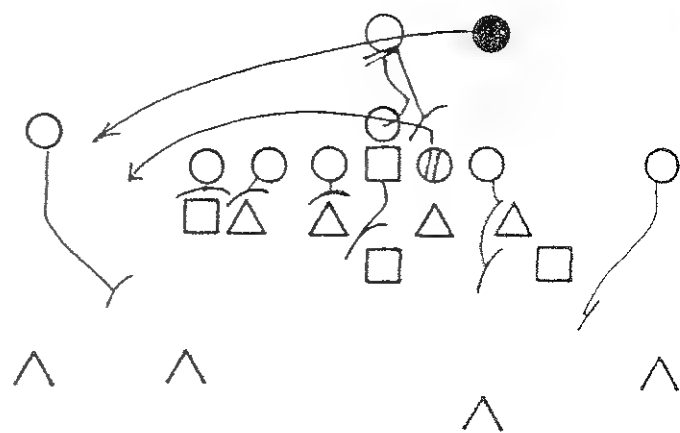
This is a block by Y on "O" Man and Tackle blocking down on the "I" Man or MAC. Guard will take Stub either way. "O" Man, by being quick off ball, can wreck this play for loss. Do not be fooled by Tackles inside release. Your key is the Guard who is taking you to the play.
Example: 27 FULL GRACE.

THESE ARE THE MOST FREQUENTLY USED RUNNING PLAYS
VS. THE REDSKINS 46 DEFENSE AND THE WAY THEY ARE BLOCKED.

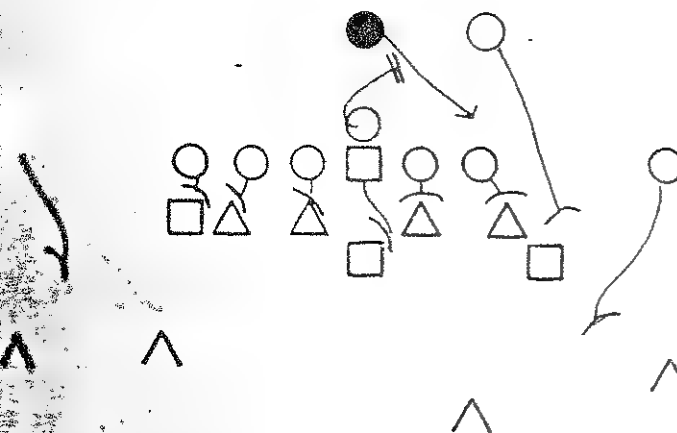
POWER BOB I



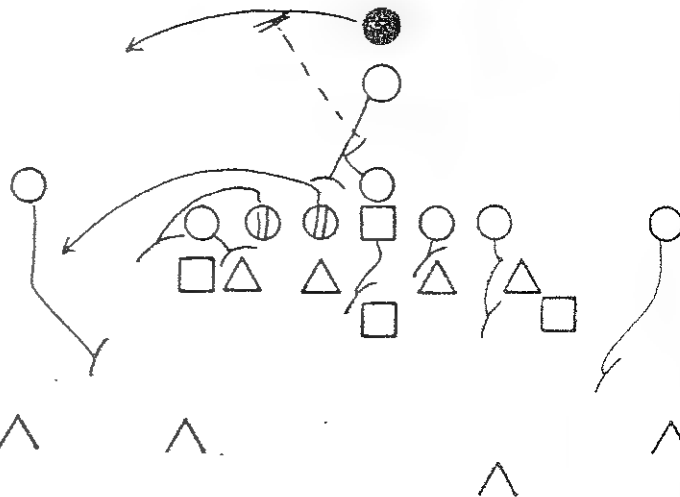
29 FULL MO



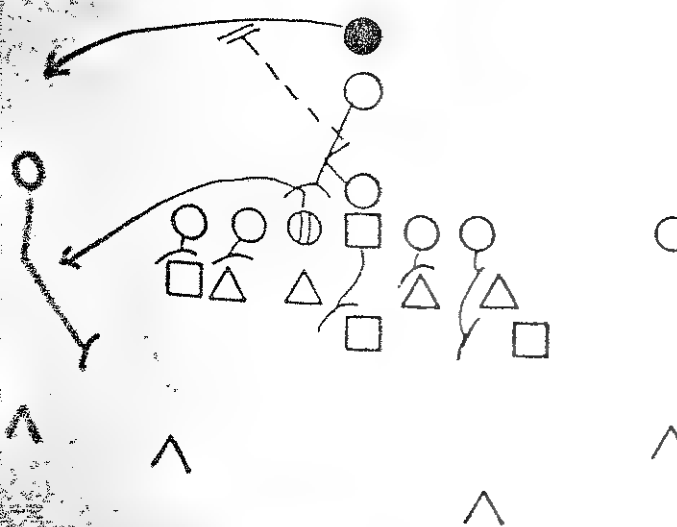
28 M BOB



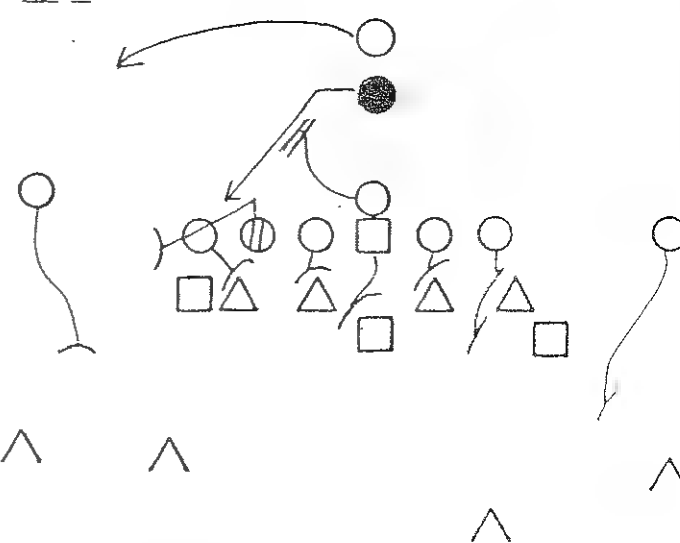
29 FB GRACE



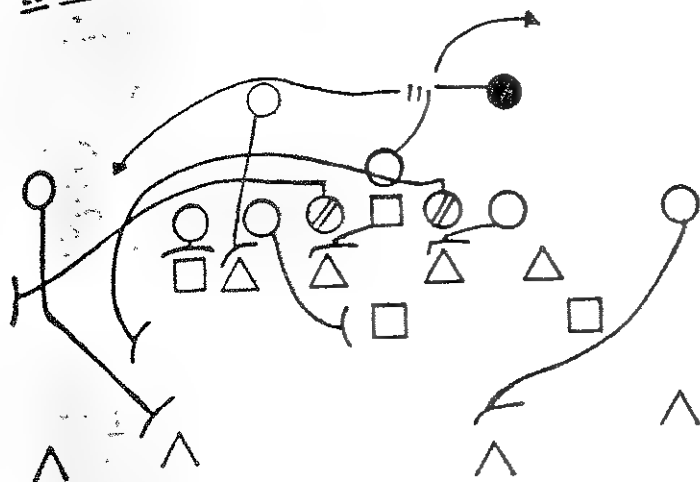
37 FB GRACE



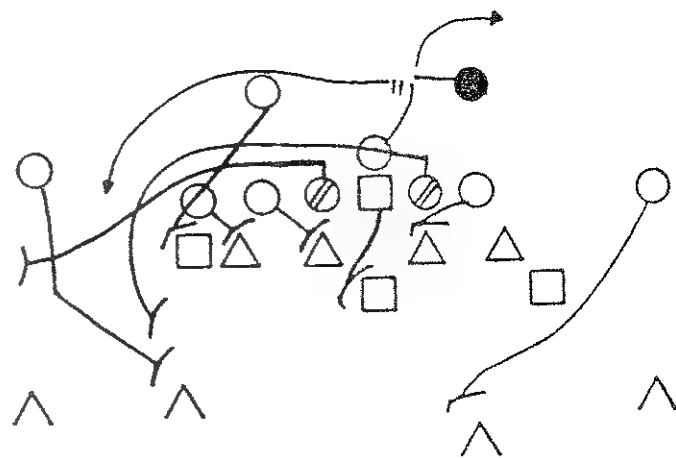
37 B



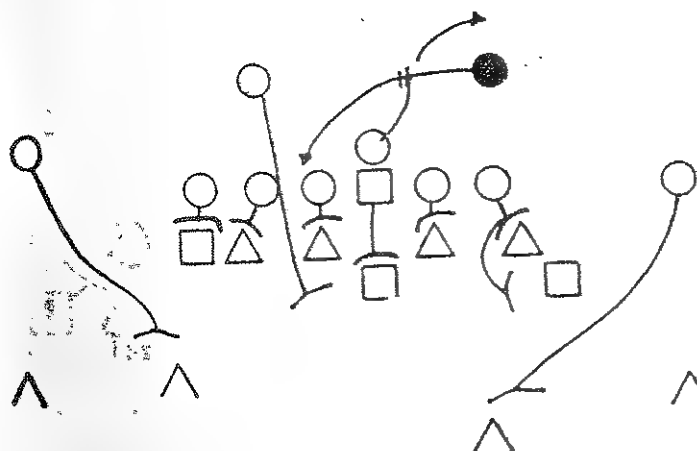
29 BIM



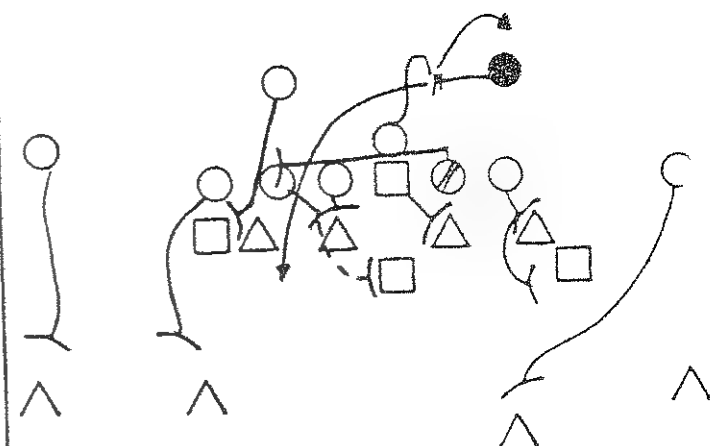
29 BOB



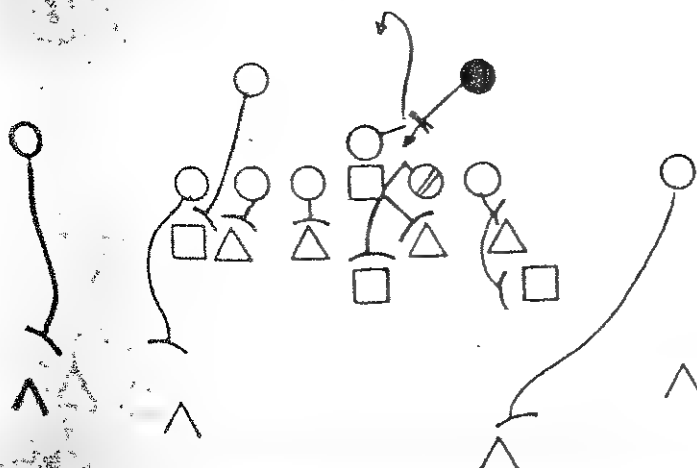
25 M-HUNCH



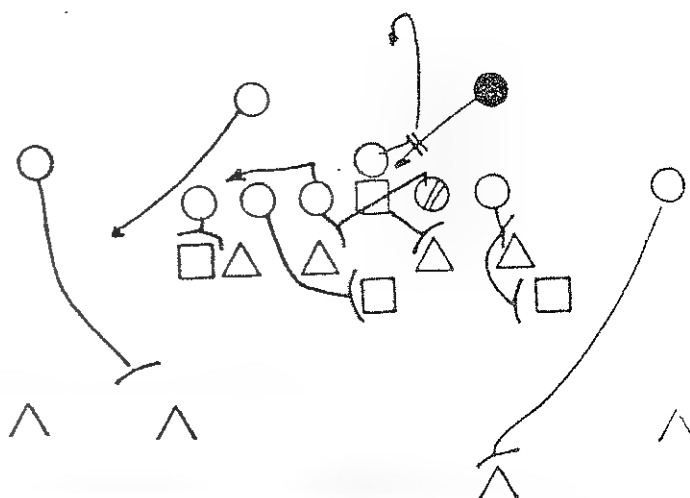
25 TRAP

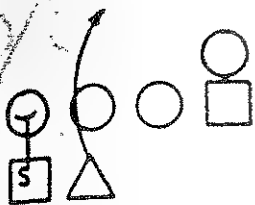
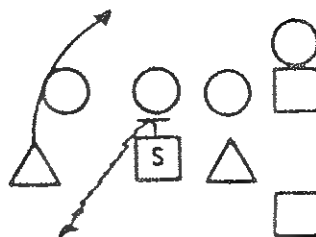
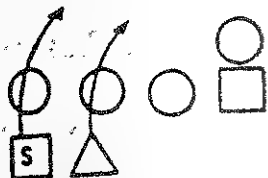
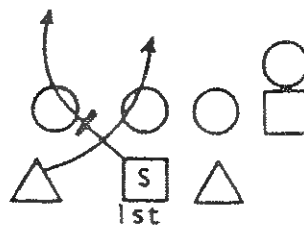
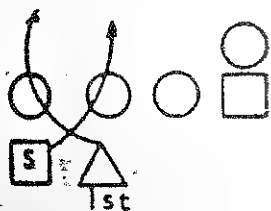
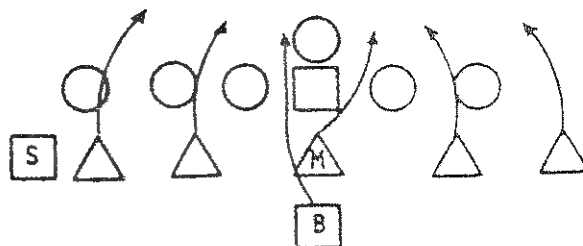
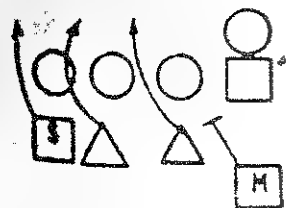
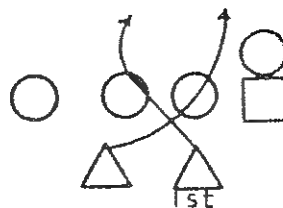
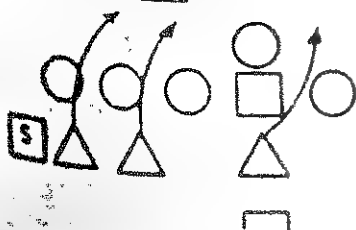
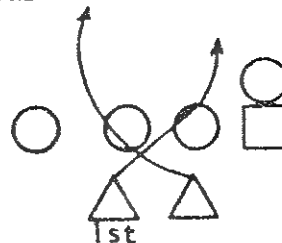


21 SWITCH

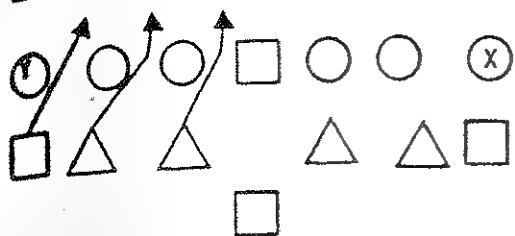


21 CLUB TRAP

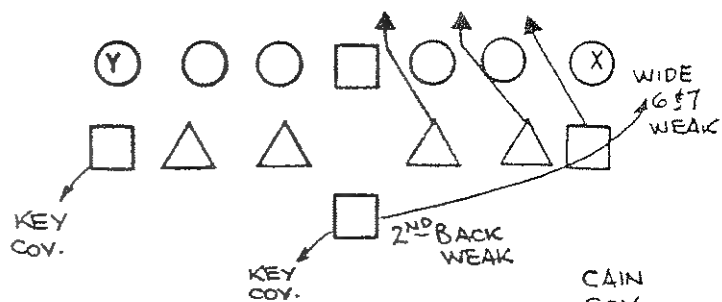


Y'Y' DOWN COUNTERSSTUB ENGAGE Y'Y'STUDSTUB ISTUD SOXSOXPINKYSTOUTLEXTALBY (MANNY)LEX CHANGE

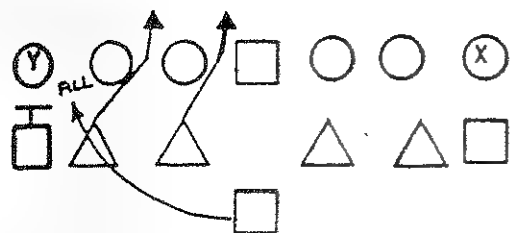
C-END AND SUCKER COUNTERS

SUZIE (Strong)

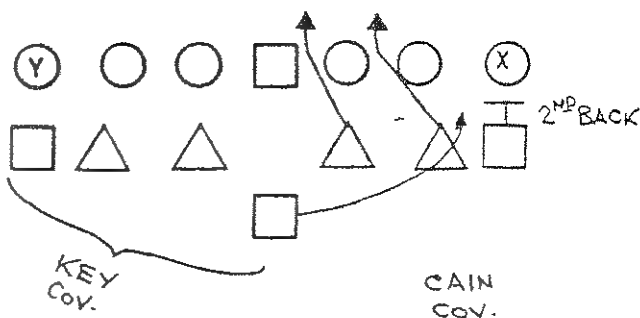
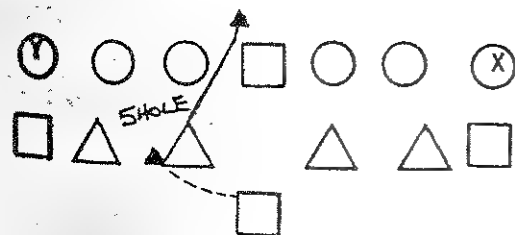
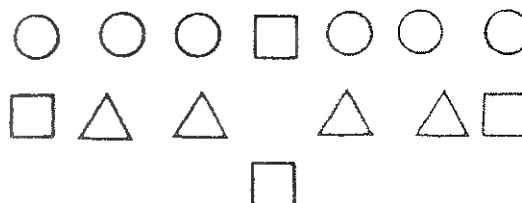
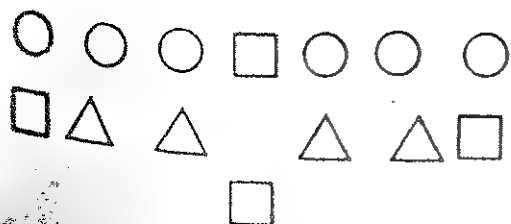
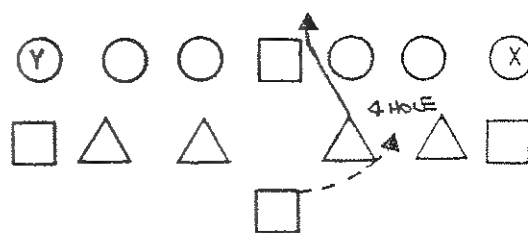
EITHER MAC TAKES
1ST BACK STRONG OR
PLAY COMBO.

TILLIE (Weak)

Use only with Key.

SALLY (Strong)

TITE INSIDE ON
STRONG SIDE

WILLIE (Weak)SPIKE (Strong)HAMMER (Weak)

LINEBACKERS AND DEEP BACKS

PASS DEFENSE

CHECK POINTS

THE WASHINGTON REDSKINS

CHECK POINTS

PASS DEFENSE

QUICK REFLEXES

Quickness is nearly everything on pass defense. When we refer to quickness we mean the quickness of your hands, your feet, your eyes, and every reflex needed to cover a "race horse" receiver. We are not referring to speed in the sense of a man running fast for 100 yards in a straight line, although such men might also have quickness. Therefore, when we refer to your quickness as a defender we mean the ability to move your body, or parts of it, from one place to another more quickly than the next man in a restricted area of the football field. You have been told how you can improve your quickness. It is up to you to work on it.

STANCE

1. A proper stance will help you to be physically and mentally alert.
2. Don't become careless in taking your stance. Work for "Cat-like" reflexes.
3. Position of Body and Arms.
 - a. Knees bent.
 - b. Hips are lowered.
 - c. Weight on forward foot and balls of feet.
 - d. Shoulders forward.
 - e. Hands hanging loosely.
 - f. Eyes focused through receiver and on the Q.B.
 - g. Alert, but relaxed.

FOOTWORK

1. Practice running with knees inward and looking over the inside shoulder. This is similar to an outfielder when going after a long drive. Develop the ability to sprint when running this way. Lou & Rose should work on this after practice. It is footwork in covering a Goal and is a necessity when playing the Packers.
2. Every defensive back on our team can improve his recovery and reactions by being LOWER. Exaggerate your lowness.
3. Avoid crossing feet, stumbling, taking extra steps, as the result of your footwork. When a back falls or stumbles it is the result of poor footwork.
4. When back pedaling, lean forward, so that your shoulders are over your feet. Do not lean backward, because you cannot stop or turn quickly.
5. Practice your shuffle and glide steps from side to side. DON'T GET TURNED TOO SOON.
6. Don't get turned on the first fake and don't go for the first fake.

7. Don't misjudge deep passes. This is an art and must be practiced. You don't get enough of this work. A good rule to follow is to take one extra step before you commit yourself to go for the ball. Watch the ball all the way and only play the ball.
8. When covering an OUT use the proper footwork. We have drilled to stay tight with the receiver. This applies to Lou-Rose and Sam. Don't lose ground because of improper footwork.
9. Practice running backwards every day so that you can improve. Learn something every day to make you a better pass defender.
10. Never let anyone get behind you. This is the WORST mistake you can make.
11. Lou & Rose must take advantage of the side lines. If the ball is on the hashmark and you are covering a receiver who is stationed near the sideline, face inward with your inside foot back. In this way you can view the entire offense and still see your man.

APPROACH & POSITION

1. When Lou and Rose are playing a HITCH, force the P.O. inside. Don't go for the inside fake, and have him turn outside of you where there is no help. Homer Jones likes this maneuver.
2. When playing an OUT make sure you go through the receiver from outside in.
3. Move up close on 7 & 8 man DOGS so the quarterback cannot complete the short passes. We have been guilty of lining up too deep and then retreating.
4. You have been told the proper position for each type of pass thrown. Maintain this proper position on the receiver and you will be able to increase your effectiveness.
5. Remember the position you maintain on the receiver must always allow you to maintain vision on the passer.
6. Never let the receiver get closer than three yards.
7. When playing an OUT, IN AND OUT, OUT AND IN, CURL, STOP, HITCH, and you have approached from the inside, remember you can reach across farther by using your inside arm. In addition you have more force to knock the ball downward.
8. Lou and Rose force the runner inside on wide plays and make him cut back where you have help.
9. When a receiver fakes, merely drop back another step, but do not decrease your speed or get turned. Try to keep an outside angle on receiver.
10. You can get too close as well as you can get too far.

11. The distance you play from your man varies with his ability and your ability, plus down and yardage. Usually receivers that do not have great speed and depend upon faking to get open are bothered by being played close.
12. Bounce a receiver occasionally to make him aware of what is coming next. When you decide to cut him down make sure you don't miss.
13. If a receiver is coming at you full steam you must give ground rapidly. Don't let him catch you waiting for a move. Learn to judge his approaching speed.
14. Get in the habit of covering your receiver closely and staying tight on him. Hound him all over the field. You will find that it is actually easier to cover this way once you get the practice. IF YOU PRACTICE PLAYING HIM LOOSE YOU WILL PLAY THAT WAY IN THE GAME.
15. Once you start up to stop a play -- you must be aggressive and not hesitant.
16. When going after the ball and you have the receiver covered, but are directly behind him, try to keep one arm on each side of the receiver as you go through his shoulders to the ball. Since almost anything is allowed if you play the ball, the defender should go through the receivers shoulders and go for the ball rather than the arms, or try to tackle.
17. When covering "Z" or "X" on a Fast Goal or Goal you must narrow your angle. You may have him covered, but will be two yards away with the same alignment unless you get in his path and narrow your angle. You then force the receiver to shorten his course and as a result present the quarterback with a different picture. As a result you are in a better position to cover. This applies primarily to Lou & Rose.

TACT POSITION

The tact position is the correct position a defender should have on a receiver.

Your relationship to the receiver should be a 2-3 position. Two yards outside (lateral) and three yards vertical depth when covering.

Always remember, the position you have on a receiver is everything on pass defense. In certain situations depending upon down and distance, the tact position will be 1-2. One yard outside (lateral) and two yards in vertical depth.

THE MOST DIFFICULT POSITION TO MAINTAIN IS THE VERTICAL POSITION.
More defenders are beaten because of this than any other factor.

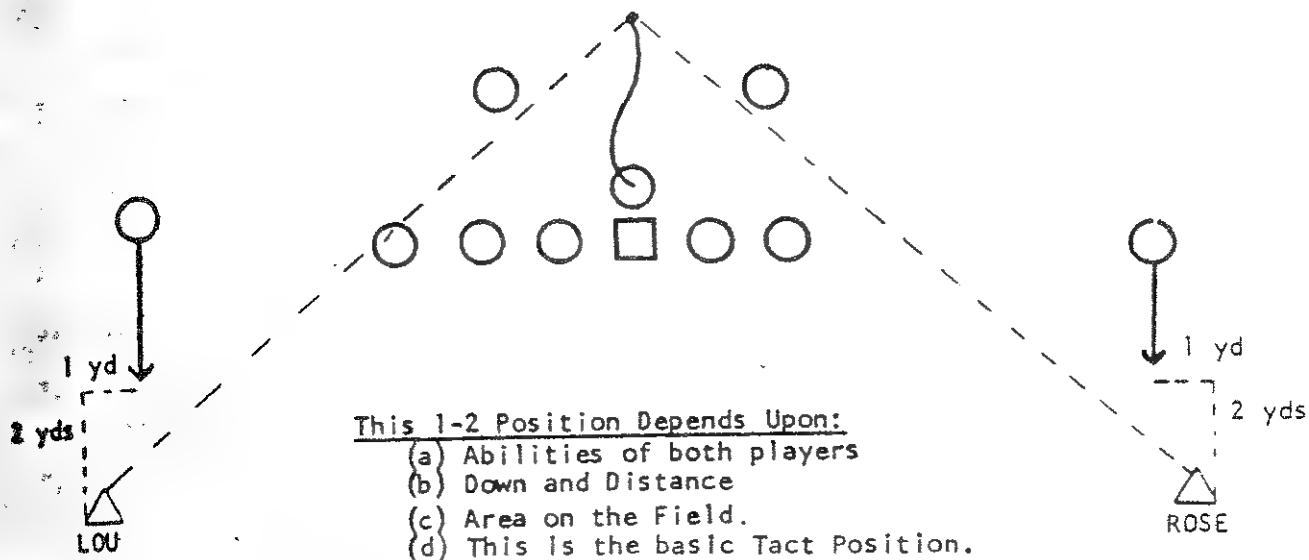
FLIGHT POSITION

Your position on the Receiver while you are covering, and the ball is in the air, is known as the Flight Position.

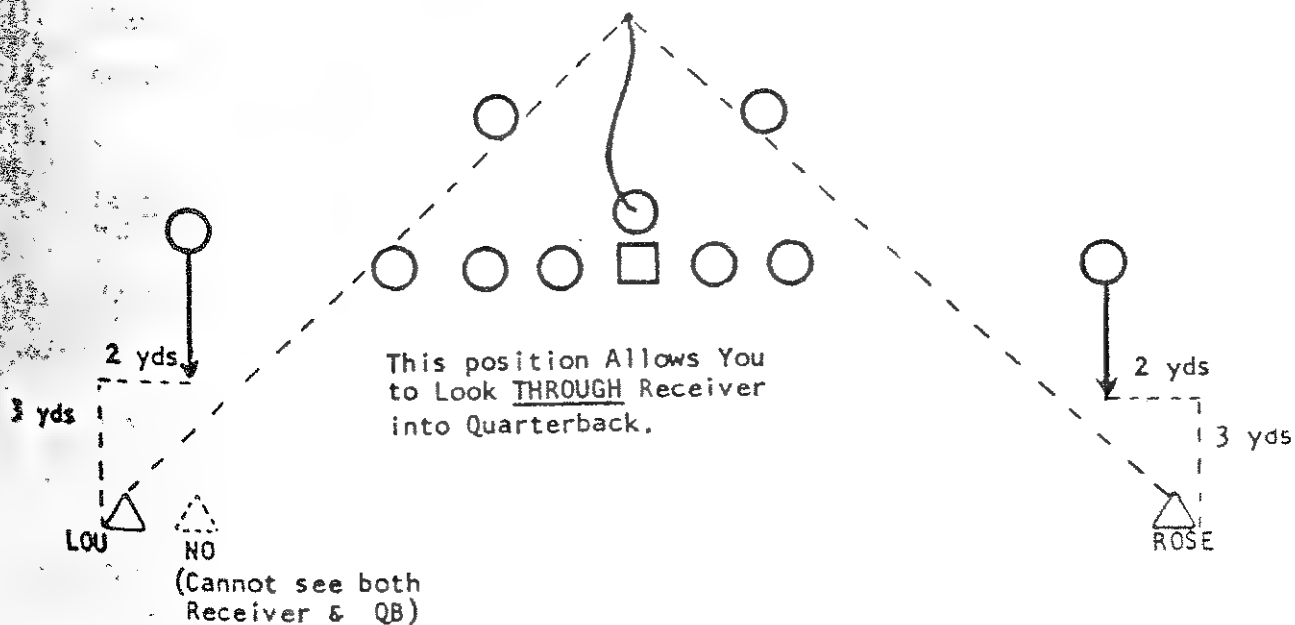
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POSITION IS THE KEY FOR BOTH COVERAGE AND INTERCEPTION

1 - 2 TACT POSITION



2 - 3 TACT POSITION



YOUR VERTICAL POSITION IS THE MOST IMPORTANT WHETHER IN ZONE, OR MAN FOR MAN, AND INVOLVES ALLOWING A RECEIVER TO GET BEHIND YOU.

WINNING THE BALL

1. Always play the ball at its highest point.
 2. When the ball is in the air, play the ball, not the receiver, and play it aggressively.
 3. Aggressiveness is one of the hardest things to teach on pass defense. It starts in practice against your own teammates and with helmets.
 4. Go up with two hands to break up a pass - two hands are better than one.
 5. Never play a hook until the ball is thrown and then belt him hard.
 6. Knock the ball down toward the ground, not up in the air.
 7. When the quarterback attempts to over-throw a receiver stay after the ball, you may be able to get an interception. Don't quit.
 8. Remember, you have equal rights for the ball once it is in the air, so play rough, but always play the ball not the man.
 9. Here is something that can really help you. Practice developing a "burst of speed" to the ball once it is in the air. Five or six strides with quick recovery at near top speed is a tremendous advantage.
- There will be times when you cannot get two hands on the ball and will be forced to use one hand. When you use one hand there is a tendency to tip the ball. Make sure you knock it down toward the ground.
11. Converge on the ball once it's in the air.
 12. Gamble a little, but know when to gamble. (Cannot do it consistently)
 13. Look through the receiver into the passer.
 14. Be rough and aggressive many of these receivers are inclined to be timid. Make them respect you.
 15. Be ready - to intercept a pass if it's deflected ---- don't quit.
 16. Yell ball, ball, ball, when a teammate is covering on long passes and has his back turned. Don't yell too soon because your teammate will turn to look and this will slow him down.
 17. Try to improve your peripheral vision in practice. All good defenders have this.
 18. There are times when you may have your man covered but, due to the type of pass thrown, it will be completed. A technique that is very effective, is to slap at the ball, before the receiver can put it away. In most instances, he will drop the ball. You are still in position to make the tackle if he holds the ball. Perfect this technique when covering your own receivers. Quick hands are a great asset.

INTERCEPTION

1. Watch the interception into your hands and then put it away.
2. Yell FIRE on an interception.
3. Practice making interceptions above head level. If you take it lower and wait, the receiver will usually get it. Washington of 49ers, Pearson of Cowboys, and J.D. Hill of Lions are excellent at this.
4. When making an interception in a crowd be sure to twist at the same time your opponent is attempting to get it away from you. You will get the ball every time.
5. If we have two defenders covering one receiver, the one who is in position to intercept should yell 'my my' meaning my ball. The other defender is right there and does not let up, but is ready for a deflected ball, block, or to help in any way. By doing this we will not be knocking each other off, and also increasing our interception chances.
6. Watch the nose of the ball on long passes to improve your judgment as to timing for an interception or to break up a pass.
7. After an interception most tackles are made by the intended receiver. The nearest back should block back on the intended receiver.
8. When you get an interception, go for the nearest sideline. Your yardage return will be greater by heading for sidelines.

ZONE

1. Be as deep as the deepest and as wide as the widest man in your zone.
2. Always keep your receiver far enough in front so you can see through to the passer.
3. Never break until the ball is thrown.
4. In zone coverage, carry a receiver approximately 5 yards and do so cautiously. Watch for a crossing man into your zone.
5. If two men come into one defensive man's zone, the defender is responsible for the deeper man of the two.
6. If you see two men coming into your zone yell "Help, Help, Help."
7. Don't worry about short passes being completed in front of you. They may bring first downs, but the long ones will bring the touchdowns.
8. Stop the "HOME RUN" pass. There is no reason for this type of pass being completed against a zone.

ZONE (Continued)

9. Look through the receiver into the passer on any zone defense. There is no need to switch in a zone.
10. All deep backs and linebackers in a zone should see the ball leave the passer's hand. You should not be turned before a minimum of 15 yards.
11. TALK - TALK - TALK. This will improve your coverage and allow for the necessary cohesion among the deep backs. REPEAT EVERYTHING THREE TIMES and loudly so that it can be heard.

ZONE ADVANTAGES

1. Stops the "HOME RUN" pass.
 - A. Cardinal Rule of zone is to never let a receiver get behind the defender, this helps stop the long TD pass.
 - B. Drop-back action of zone defenders makes it less possible than in other types of coverage.
2. The zone defense is simple to learn because the defender has:
 - A. An area to cover rather than an individual
 - B. Plays ball from the time it leaves the passer's hand.
 - C. Not distracted by receivers action as much because of this.
3. The defender in the zone has a clear picture up front which allows him to:
 - A. Diagnose running plays from pass plays.
 - B. Diagnose pass plays from running plays.
4. The zone pass defense has good depth which helps keep secondary from committing themselves forward.
5. Less speed is required by defenders in the zone because they are covering an area rather than an individual and play him loose.

ZONE DIS-ADVANTAGES

1. Short zones are usually open for passer to complete all types of short passes.
2. An area is left between the linebackers and secondary when the deep-backs start retreating immediately because the linebackers cannot drop back fast enough.
3. Delayed passes are effective against a zone.
4. Hook passes and flood passes are effective against a zone.

ZONE DIS-ADVANTAGES (continued)

5. Waggle passes and running passes are effective against the zone.
6. All types of screeners and draws are effective against the zone defense.
7. Unless experienced, the deep-backs have problems trying to cover width of the field.

MAN FOR MAN

1. When using man for man coverage it is more difficult to get interceptions. However, you must use point vision on the receiver and peripheral vision on the quarterback.
2. A bad habit when using man for man coverage is to focus so much attention on the receiver that you are never in position for an interception or you never see the ball in flight until it is too late.
3. When we are using man for man coverage, it is better to play too loose than too tight because it is easier for the quarterback to throw the "home run" pass.
4. Man for man coverage is "no stronger than its weakest link" (deep back) therefore, we must devote more time to perfect our coverage. Stay after practice and work on your weakness.
5. It is essential that you talk ...when using man for man coverage. You need all the help you can get and it is absolutely necessary to work as a four man unit. You are like out-fielders in baseball. You must develop team work.
6. There are patterns that we will have difficulty covering unless we "switch". Always make your preliminary calls.
7. Since it is easier to fool the defender you must develop your footwork to perfection and always be on balance. If you can cover in our "one on one drills" you can certainly cover him in the game. Don't be concerned about pass completions in this type of drill, but work for position on the receiver.
8. Remember during a game you never have time to really think out an offensive pattern. Instant reaction is demanded. This will only occur from constant drilling and is a must with individual coverage.
9. If you find that a receiver is continually getting too close and is upon you before you can react, most likely, you are watching back field action. Never be fooled by play action passes. Remember with man for man coverage you must use point vision on the receiver and peripheral vision on the ball.

HELPFUL HINTS FOR ALL DEFENSIVE BACKS

1. If you are having trouble covering a receiver, here is something that may help you. Concentrate solely on the receiver and nothing else, until he breaks. CONCENTRATE ON HIS BELT BUCKLE, not his feet or head.
2. Many times a defender is beaten and faked because he is attempting to cover too much with his eyes, for example, the quarterback, offensive lineman and the receiver.
3. After the receiver breaks and only after you get in stride with him, should you look back for the ball. Your teammate will help you by yelling ball!
4. Try this in practice at training camp, and see how it affects your coverage. This applies primarily for Lou and Rose.
5. Practice running backwards by increasing the distance from 10 yards to 20 - 30 and even 40 yards. We will have races going backwards without turning.
5. Practice running backwards every day. You cannot get too much of this. There will be periods when we omit this because of other items, but in order for you to improve your footwork and coverage, you must run backwards every single day.
6. You will be amazed how fast you can run backwards and still cut if you practice every day.
7. One on one (1 on 1) is still the best single coverage drill in football. Regardless of the type of pass defense, and even in a zone, it still involves man for man coverage. If you do not get enough 1 on 1, stay after practice. You must remain sharp, and need this every day, especially early in the week. Do this versus a receiver.

LINEBACKERS

1. The greatest area of improvement that our linebackers can make is to never turn your back on the quarterback when covering. You will get many more interceptions if you develop this practice.
2. The faster you can get back the more time you will have to recover and play the ball. Always look through the quarterback as you retreat in Z coverage. If you do this you will get interceptions.
3. Gang tackling is the most demoralizing maneuver in football and is a must for all good defensive teams. The linebackers are the leaders in gang tackling.
4. Every pass that a receiver catches make him bleed. Don't forget you can punish the other team much worse on defense. Make him cautious the next time he catches a pass.
5. Sprint back to cover your area and break at the proper angle. You must be under control at 10 yards so you can react without taking extra steps. Don't lose ground by breaking at the wrong angle.

LINEBACKERS (continued)

6. Our deep backs will communicate with you on two calls "in, in, in," "out, out, out," You must also do your share of talking to help them.
7. There is a tendency for the linebackers to get caught in the backwash on 48. This is due to not getting enough depth. In addition, you sometimes are not getting enough depth when stunting.
8. When you lose sight of the ball, stay at home. The Packers have taken advantage of this.

TACKLING

1. When tackling in the secondary, be sure. Sureness is better than how hard you hit them.
2. Ward off blockers with your hands. Try to hit and sift through blockers.
3. When defending the open-field, play blockers as long as possible.
4. If the weakside tackle is downfield the possibility of a pass is eliminated. Sam, especially must develop peripheral vision of this type to immediately recognize a run or pass. Do it while working against our offense.
5. Never, never take for granted a man is tackled.
6. On hitches, hooks, curls and all short passes, hit the receivers hard. Jar him loose from the ball. Make him "hear footsteps".
7. If a receiver catches a pass in front of you, tackle him hard enough so that the next time he comes out he will be cautious. Tackle him just below the numbers if he is coming head on, or on the small of the back if he is reversed. Drive upward hard. Do not go to your knees.
8. If your receiver doesn't get up right away after you tackle him you will increase your effectiveness in covering him the next time. Slow him down by jolting tackles.

GOLDEN RULES OF TACKLING

1. You must have and develop a desire to tackle the man with the ball.
2. Don't reach for the ball carrier. (hit through him)
3. Head up. (You have to SEE the runner to tackle him)
4. Follow through. (Don't stop until the whistle sounds.)
5. Lock hands or arms! (Then you KNOW you have him.)
6. Keep eyes open. (Blind men can't tackle.)

GOLDEN RULES OF TACKLING (continued)

7. Study your opponent.
8. Try to be one jump ahead of your opponent. You must always know the following:
 - a. Down
 - b. Distance
 - c. Score
 - d. Time

ALERTS

1. Yell "powder" on crack back blocks on the weak side and on the strong side. This applies to Lou and Rose.
2. Remember "plaster" when the quarterback is scrambling.
3. As soon as anyone on defense sees that a pass play is on he should yell "pass, pass, pass".
4. As soon as anyone on defense recognizes that a screen pass is on he should yell "screen, screen, screen".
5. On the hitch, stop, and curl maneuvers with a back trailing the receiver, the pass defender should try to tie-up the arms of the receiver as he may lateral. If unable to do this you should belt him hard in the middle and fumble could result. He is stepping backward as he makes the catch and you hit him hard enough a fumble will occur if he attempts to lateral.
6. On stops, hitches, etc. be alert for "tipped balls", when the receiver has been tackled quickly. This is especially true if the ball has been thrown above head level.
7. Yell "ball, ball, ball", when your teammate is going after a long pass and his back is turned. This alerts him that the man he is covering is the intended receiver and that the ball is in flight.
8. Be cautious in running up to a pile up, because the runner might push off or spin out. Walter Patyton of the Bears is good at this.
9. Play everything as a pass until you are positive it is a run. Then yell "run, run, run".
10. Lou and Rose yell over, over, over, on post and pow
11. Sam yells cross, cross, cross on Y.
12. Direct your linebackers by yelling "in, in, in," or "out, out, out," when covering curls and hooks. You must communicate with them to improve your coverage.
13. When Lou or Rose is on the weak side, never allow a receiver to sneak behind you. Deepen your angle.

ALERTS (continued)

14. Always be alert for fumbles, and never take anything for granted.
15. Watch for tip-offs. Every receiver and back has them.
16. The preliminary call for a switch is far and near. The call on the strong side is switch, switch, switch, and this must be answered by Sam before the switch is on. The call on the weak side is "take, take, take," and again must be repeated by Jill.
17. If your man attempts to use a stop and go maneuver, come up and hit him hard. Since the ball is not in the air this is legal. You eliminate the pass maneuver completely this way.

TAKE PRIDE IN DEFENSE ABILITY

1. Every deep back must take pride in his coverage and other defensive skills.
2. Our major defensive strength lies in Not making defensive mistakes.
3. A good defense will keep any game respectable. There is always hope for victory when there is confidence in the defense, even when behind by a close score.
4. Remember the Defense can score 5 ways, and the Offense only 3 ways.

DEFENSE CAN SCORE

1. Blocked Punt
2. Fumble
3. Pass Interception
4. Safety
5. Punt Return

OFFENSE CAN SCORE

1. Pass
2. Run
3. Field Goal

JILL

1. Jill should be the "spark plug" of our pass defense. He should be the leader in encouraging others to talk. He should call out the down and distance so the other deep backs can hear him. "Second and Twelve", etc.
2. When Jill is free he should see the ball leave the passer's hand. This will enable him to get more interceptions and increase the distance he can cover.
3. When Jill is free, he should increase his depth, so that he can extend his coverage.
4. Jill should study the actions of the passer to know quickly where he will throw. Watch the eyes of the passer.
5. Remember, confidence is essential for good pass defense. When the ball is in the air it belongs to the defense. Help give your teammates confidence by being positive.

JILL (continued)

6. Your approach and responsibility on wide plays to the "W" side is very important. Your approach must be made to the outside of the "O" man on your side. The side back will always turn the runner inside to you because his approach is outside. Therefore, you must always keep an inside angle on the runner so that he cannot cutback inside of you. Do not ever run the play. We have been guilty of this in the past. McCutcheon of Rams is a great cutback artist.
7. You must take extra practice on playing the ball so that you will increase your interception distance. If you find that you are just missing an interception or arriving a step late you must improve your interception distance. Ask one of the quarterbacks to throw you a few long passes after practice each day. Five minutes a day will pay dividends.
8. When you are free you will find it advantageous to play the pattern at times. This comes with experience. You can then leave an instant before the ball is thrown and go to the intended receiver. This increases your chances for an interception.
9. On three deep defenses Jill should support on wide plays, he is in excellent position to. In the past he has been delaying and is picked off by Pow.

SAM

1. Your approach and responsibility on runs to the strong side is most important. Always make your approach slightly to the outside of the PI when he blocks. You must play everything as a pass first. However, when you recognize a run you should "fly up" but be under control to make the tackle. The side back will turn the play inside to you, therefore, you must approach from an inside angle on the ball carrier. Do not come up too wide and over run the play. Del Williams of 49ers is especially effective on this to your side. He does not have the necessary speed to sweep wide, but relies on setting up a cutback.
2. Sam will key the HB looking through the offensive tackle and guard. This will enable him to quickly diagnose the run from the pass and whether to expect help from Jill, as he also is keying the same back.
3. Sam may find the receiver is continually getting too close and is almost past before he reacts. When this happens, most likely you are watching the backfield action. Never be fooled by play action passes. You must develop a "happy medium" between check points #2 and #3.
4. You must develop the habit of talking to your linebackers. They can help so much on curls, hooks, etc. if you will let them know where the receiver is. Check yourself on this.
5. When the PI blocks and no back releases, you are free to read the quarterback and play the ball. Be sure you have communicated with Stub before you do this.

SAM (Continued)

6. Perfect your footwork for the "Steel" pass, the "Cross" pass, the Lookie Inside of Stub and the Lookie Outside of Stub. These are the ones you will face most frequently.
7. You are usually covering the biggest and strongest receiver. People like Jim Mitchell and Jackie Smith cannot be wrestled to the ground effectively, because they will usually carry you. We experienced this in the past. You must hit them low to bring them down.

REMINDERS

1. When our offense is running plays versus opponents defenses make sure you get something out of practice. Take your stance and play every run and pass. It is almost impossible to get too much work on pass defense. Pass defense is your bread and butter so take advantage of the time allotted and don't loaf.
2. In no other phase of football can one mistake be so costly. There is nothing more discouraging to our rushmen and the entire team than to have a hard earned point margin wiped out because of a slow reacting man on pass defense. This is also the phase that is most difficult to teach and one which requires a great deal of time and continual practice.

FILM

1. We can teach play recognition when viewing film by running the play back and forth before its completion. The deep backs will call out run or pass. This is valuable training and will help you get more out of the film.
2. Know the receiver you are covering. Study him in all the film we have. Know his strength and know his weakness.
3. Study other deep backs when looking at film of teams who have already played our next opponent. Don't be a spectator and always watch the ball carrier or passer.
4. Every time there is a pass completed on you someone is at fault, know the reason and study your footwork in the film
5. A projector is available whenever you wish to devote extra time to view yourself and others. Deep backs should analyze film the same as a quarterback.

6. When reviewing the movies of previous games, check your footwork to see if you made any false steps in covering.

GRADING

Pass defense men are graded mainly for positioning.

- (A) How close you allowed a receiver to get to you.
- (B) Playing the receiver too loose so that it is impossible to break up the pass.
- (C) Your position on the receiver when covering a "Goal", when covering a "Steel", when covering a "Cross", etc.
- (D) Whether receiver got to your outside.
- (E) Whether receiver got to your inside.

MENTAL ASPECTS

1. Don't worry about pass completions, but think only of stopping or intercepting the next one. If you must give ground, allow it between the 20 yd. lines. Remember the field of play will narrow and give you more advantages while restricting the offensive area inside the 20 yd. line.
2. Expect offensive errors and be mentally alert and ready for them at all times.
3. A good defensive back must have confidence in himself and the players next to him.
4. A good defense will win the close games.

TEN COMMANDMENTS OF PASS DEFENSE

1. Watching the team while in the huddle and as they break from the huddle.
2. Calling (Sam's responsibility) formation and its direction. STALL is Strong Left and STORR is Strong Right.
3. Lining up in the correct place with the proper alignment.
4. Calling the individual responsibility or the zone responsibility, knowing when you have help and how to use assistance.
5. Indicating, when called upon by the coach, your play responsibility whether pass or run.
6. Recognizing and calling out the pass pattern. Yell Steel, China, Etc.
7. Getting correct position on the receiver and maintaining that position.
8. Moving in for the pass interception and playing only the ball.
9. Yelling "Fire" for the interception.
10. Blocking for the interception. Don't look back for someone to block, but knock down the nearest opponent. The deep backs should get a block on every interception.

(Summary of 4 elements)

If you have these four, we should have a strong pass defense.

1. RECOGNITION of the formation and where to line up.
2. Knowing the individual RESPONSIBILITIES or the zone responsibility.
3. Getting into POSITION ON THE RECEIVER.
4. Moving in to INTERCEPT the football.

SUMMARY

THE SECRET OF ALWAYS HAVING PROPER POSITION ON THE RECEIVER IS TO NOT LET THE RECEIVER GET YOU TURNED UNTIL HIS FINAL MOVE. BACK-PEDAL, SHUFFLE AND GLIDE BEFORE YOU EVER TURN. YOU MUST DEVELOP THIS AT TOP SPEED. PRACTICE THIS EVERY DAY TO REMAIN SHARP AND IMPROVED.

Great pass defenders are a combination of the following:

- a. AGGRESSIVENESS
- b. QUICK REACTIONS
- c. ALERTNESS
- d. LOOKING THROUGH THE RECEIVER INTO THE PASSER.
- e. ALWAYS HUSTLING WHEN THE BALL IS IN THE AIR, AND
- f. DETERMINATION TO GET THE FOOTBALL.

NOTE

There are 311 check points on these sheets.

How many do you know and how many can you perform?

FUNDAMENTALS

The role of fundamentals is a very vital one. The ability of your players to master fundamentals will determine whether you have an average or successful season. THERE IS NOT ONE CHAMPION OF ANY TYPE TODAY WHO HAS NOT MASTERED THE FUNDAMENTALS THAT ARE RELATIVE TO HIS OWN AREA.

Practice of fundamentals is time consuming, trying and tedious hard work. They can be mastered only by trial and error. It is imperative that they be done over and over so that they become automatic.

B. LINEBACKERS

a. GENERAL

Remember you have a job to do on every defensive play regardless of whether the opponents choose to run or not. You have a definite job to do as the play develops. If you follow instructions on each play, you should be a factor in almost every play.

b. STRONG SIDE

1. Your first responsibility is a running play outside your O man.
2. Your second responsibility is buzzing to the Out Zone.-- watch the passer as you do it.
3. Delayed men in the flat on your side are your responsibility.
4. If no men come out in the flat -- give ground backwards and work to the inside as you watch developments -- but always be checking on the flat.
5. When a reverse play starts -- the side on which the ball ends up is considered strong side.
6. Jam -- shove, push, grab, bounce any receivers that come close to you as you carry out your assignments.
7. On sure passing downs -- line up deeper and wider for pass defense unless the defense calls for you to Jam a receiver or to DOG.

c. WEAK SIDE

1. Your first responsibility is a running play inside or outside of your O man.
2. Your second responsibility is buzzing to the Out Zone on your side on passes.
3. Run backwards at an angle -- watching the passer.
4. Keep receivers from getting deep down field by bouncing, grabbing or shoving them.
5. Weakside screens are more effective than Strongside screens. You MUST TURN THEM INSIDE. NEVER let a screen get outside of you.

d. DEFENSIVE PLAY VS. PI ("Y") AND NEAR ENDS.

1. STANCE.

- (A) Have your inside foot up. Usually employ a two-point stance, except in special situations.
- (B) Face slightly inward so that you will be able to see any offensive movement or movement of the ball. (There is danger of being hooked if you turn in too much).
- (C) Be set in your stance. (You should be in a position where there is no delayed movement before going forward to your point.)

2. DISTANCE FROM O MAN.

- (A) The distance will vary according to the defense called and the formation used by the opponents.
- (B) Usually line up as close to your O as you can without subjecting yourself to being "hooked" or "turned in". (You can play closer if you don't face in too much).

3. GETTING TO YOUR POINT.

- (A) Your point should be right behind the offensive line of scrimmage. (Take a medium, controlled stride with your inside foot.)
- (B) Be low when you reach your point. (Don't raise on your first step.)
- (C) The quicker you get to your point, the quicker you can start your next movement. (Your inside foot should move simultaneously with the center's hand or with any offensive movement that precedes the center's snap.)

4. THERE ARE TWO STAGES TO YOUR CHARGE:

- (A) Initial charge to your point wherein you diagnose the play. (You must be under control at the point.)
- (B) The secondary charge or going to meet the play once you see it being developed.

There should be no pause in your charge if the play has developed at the end of your first step.

5. MEETING INSIDE PLAYS AT THE POINT OF ATTACK

- (A) The success of stopping the play will depend on:
 - (a) Quickness in getting to your point.
 - (b) Quickness in diagnosing the play. This comes with study and practice.
- (B) Keep low and close the inside fast.
- (C) Go to meet the blocker. Play through him and keep your feet moving as you make contact.
- (D) Strike a low, lifting body blow on a trapper on trap plays.
- (E) See the ball carrier as you play the blocker.
- (F) Play the onside guard or onside tackle with your hands at all times if he pulls to your side. String the play out.

6. MEETING OUTSIDE PLAYS.

- (A) Be under control at the point.
- (B) Don't allow yourself to be hooked in at or near the point by one blocker. You can't afford to trade one for one.
- (C) Don't anticipate outside path of ball carrier. Close inside first. Don't change your direction until you actually see the ball and ball carrier outside you. Then go out laterally or obliquely backward and outward and get in position to make tackle if ball carrier delays or cuts back.
- (D) Once you are certain you see the ball, be sure to not be outside the ball carrier. Play off blockers and prevent all carriers from cutting back inside you.
- (E) Force the runner and blockers as deep as possible so that your teammates have a chance in the pursuit but don't open gate too soon or too wide between your position and that of your O Man.
- (F) Make the tackle if you can, but don't go around blockers to do it.
- (G) Always keep your hands in front of you to ward off blockers and use footwork to avoid blockers.

- (H) Don't crash your way over blockers on wide plays or the play is likely to be too far past you by the time you gain your control.
- (I) Don't make yourself vulnerable to being hooked by turning in too much.
- (J) On QUICK TOSSES, on which ball is immediately exposed, change normal tactics by taking an oblique line out to where you can meet the runner from the outside.

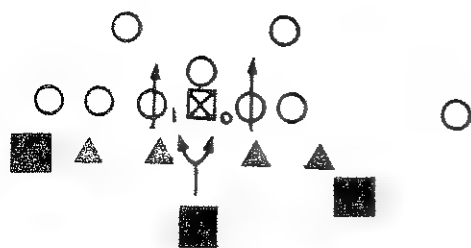
7. PLAYING INSIDE PLAYS AWAY FROM THE POINT OF ATTACK.

- (A) If either the Fullback or Halfback go up the middle, hold your point until you see the ball, then take a pursuit course where you will be a factor in the play.
- (B) By going too deep behind the offensive line and chasing the play, you eliminate your chances of making the tackle.

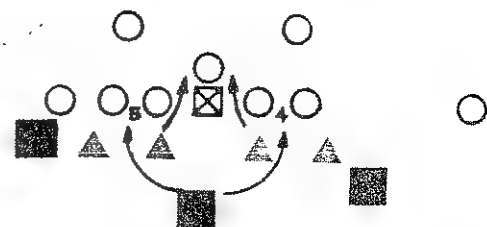
8. PLAYING WIDE PLAYS AWAY FROM THE POINT OF ATTACK.

- (A) When you are sure the Flow of the Backs is away from you, and there is no Back in position to execute a counter play, do not chase the play to the opposite flank behind the offensive line -- "slink" behind your own line but always expect a counter play.
- (B) Make sure the play isn't coming back to your side before you "slink" behind your own line to cut off the runner.
- (C) As long as there is a near back on your side, whether strongside or weakside, you must be cautious when leaving your SPOT.

46 JET

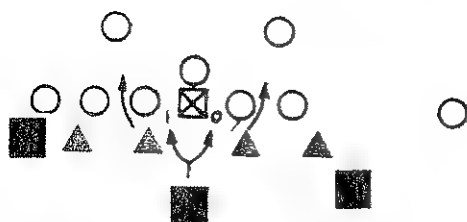


46 TITE



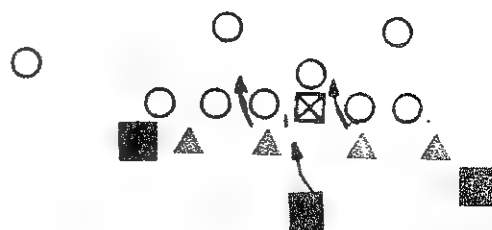
*Fill off tail of "I" Men

46 WIDE



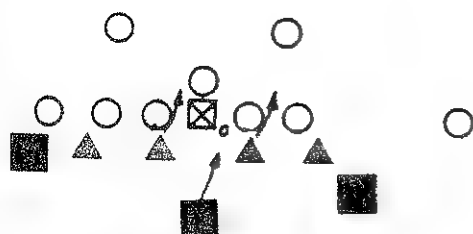
46 STOUT

(LES)

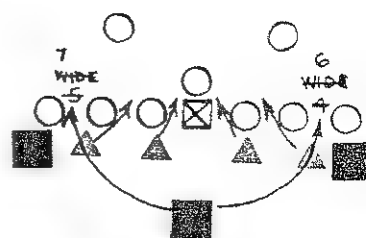


46 BOUT

(ROD)

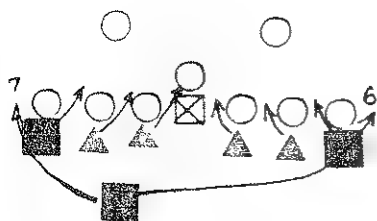


46 TITE INSIDE



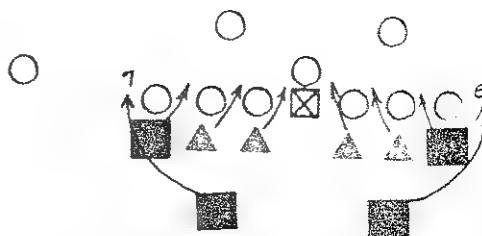
*Fill off tail of "O" Men

61 TITE INSIDE



*Fill off tail of "BU's"

62 TITE INSIDE



*Fill off tail of "BU's"

REDSKIN DEFENSIVE PHILOSOPHY -- 1977

To be the No. 1 defensive team in professional football, we must improve our play in specific areas over our 1976 play. We must also continue to follow certain basic principles which are MUSTS for any alert, aggressive, disciplined and intelligent football team.

Listed below, you will find the specific areas that the coaching staff feels must be improved. Following these are the basic principles which have always been our "bread and butter" requirements:

1. Improved pass rush and more pressure on the QB.
2. Improved force of sweeps and outside plays.
3. Better containment of the QB by the individuals assigned that responsibility.
4. Improved short yardage and tough territory play.
5. Better overall covering to the ball once it is in the air.
6. Improved chucking and jamming of receivers by BU's and Deeks.
7. Always play the defense called and do not guess.
8. Every player must be willing to "pay the price" without constant urging by the coaches.
9. Take care of your own responsibility first before helping out elsewhere. Don't worry about another player's assignment, but perform your own job.
10. Total team Pride as well as individual "Pride."
11. Eleven (11) man pursuit at the proper angle. This is the backbone of all great defensive teams.
12. Improve tackling by being more aggressive. This is nothing but desire.
13. Punish the opposition and make them bleed for every yard. Dictate to the offense by shifting.
14. Score on defense by interceptions, fumbles, etc.
15. Force opponents to give up the football by gang tackling and vicious hitting. Be so rough and aggressive that opposing QB's do not relish playing against the Redskins.

NOTE:

We define gang tackling as a minimum of three (3) men punishing the offensive player who has possession of the ball, whether he is a receiver, ball carrier or quarterback.

DEFENSE GOALS -- 1977

To continue to have a winning team, we must strive to achieve our goals in the established categories. It will take hard work and a concentrated effort by everyone to achieve these goals, but if we all do our jobs, it can be done. Achievement of these goals can carry us to the playoffs, and a shot at our Ultimate and Most Important Goal.

Championships are built around consistent defensive play, and only a top performance by everyone will lead us to our goal.

Let's strive to be Number 1 in all categories in 1977.

1. Intercept a minimum of 28 passes in 14 games.
1976 - 26 Interceptions - 2nd in NFC
1st - Los Angeles - 32 Interceptions.
2. Return these interceptions a total of 500 Yards.
1976 - 190 Yards - 11th in NFC
1st - Detroit - 445 Yards
3. Force opponents to fumble a minimum of 35 times.
1976 - 38 fumbles - 1st (T) in NFC
4. Recover 24 of these 35 forced fumbles.
1976 - 23 recovered fumbles - 2nd (T) in NFC
1st - St. Louis - 24 recovered
5. Sack the opposing QB a minimum of 42 times with and without Red Dogs.
1976 - 44 sacks - 5th in NFC
1st - San Francisco - 61 sacks
6. Keep the opposing QB's completion % below 48% of attempts.
1976 - 41.2% - 1st in NFC
7. Allow no more than 10 TD passes for the season.
1976 - 11 TD passes - 2nd (T) in NFC
1st - Minnesota - 8 TD passes
8. Keep opponents rush average per attempt to a maximum of 3.4 yards.
1976 - 4.0 yards per attempt - 8th (T) in NFC
1st - Los Angeles - 3.6 yards per attempt.
9. Keep opponents total yards gained rushing and passing below 3500 yards for the season.
1976 - 4122 yards - 7th in NFC
1st - San Francisco - 3562 yards
10. Score on defense at least 6 times.
1976 - 1 TD / 1 Safety - 6th (T) in NFC
1st - Detroit/New Orleans - 4 TD's
11. Last, but most important, keep opponents total points below 190 for the season.
1976 - 217 points - 6th in NFC
1st - Minnesota - 176 points.
12. Play the defense called.

TEN WAYS TO FORCE FUMBLES

1. JAM YOUR HEAD GEAR INTO THE BALL as you make the tackle. Even if you do not accomplish your objective you are still in good position to bring the runner down.
2. If you are the second or third man in on a tackle, GO FOR THE FOOTBALL. This applies when the first tackler has stopped his momentum.
3. If you are being contained by a blocker and cannot get a good shot at the runner, reach out for the ball with both hands. ACTUALLY TACKLE THE FOOTBALL WITH BOTH HANDS.
4. If you are approaching the runner FROM BEHIND AND TACKLING HIM HIGH, you can sometimes PUNCH THE BALL LOOSE.
5. If you are approaching the runner from behind and you are the second or third man, GO FOR THE ELBOW. A lifting action on the elbow will sometimes force the runner to fumble. The ball carrier cannot retain the football with a lifting movement on the elbow.
6. The BLOCK TACKLE is another effective way to force fumbles. This can be used effectively from the runners blind side. This is also effective on receivers who are running crossing patterns.
7. When rushing the quarterback, GO FOR HIS PASSING ARM AND SLAP AT THE FOOTBALL. This is effective when he is back pedaling. Linebackers who get in quickly are in good position to slap at the ball.
8. Keep in mind the BALL CARRIERS AND RECEIVERS WHO ARE APT TO FUMBLE. Try to know the characteristics of each. By way of illustration, a runner who is the type that spins, pivots, and twists a lot is the type who leaves himself open to allow you to force a fumble.
9. The best method of all to force fumbles is to GANG TACKLE. Hitting a runner from different angles will often dislodge the football. In addition, it will take something out of the runner.
10. There are times when deep backs can force fumbles due to the type of pass thrown. A technique that is very effective is to SLAP AT THE BALL BEFORE THE RECEIVER CAN PUT IT AWAY. Many times he will drop the ball, of course, this could be ruled an incomplete pass, but there are times when the official will rule the pass complete and then a fumble. Try this in practice against our own offensive receivers.

PRACTICE PROGRAM OBJECTIVES

1. We play PASS DEFENSE the way we practice...form good habits...WE PRACTICE AT TOP SPEED ONLY.
2. The ball is passed for us to INTERCEPT. We INTERCEPT EVERY BALL WE CAN GET OUR HANDS ON. WE RETURN EVERY INTERCEPTION 30 YARDS.
3. Our first objective on PASS DEFENSE IS TO SCORE.
4. Always strive to play the ball at its HIGHEST POINT. If we can't INTERCEPT the ball, we KNOCK IT DOWN OR STRIP the ball from the receiver's arms.
5. HIT and DELAY every RECEIVER who RUNS THROUGH OUR AREA.
6. NEVER HAVE ANY DOUBT THAT YOU CAN COVER A RECEIVER. HOUND HIM UNMERCIFULLY until he knows who is the BETTER MAN and who is the TOUGHEST. This applies whether he is the PRIMARY RECEIVER or SECONDARY RECEIVER.
7. We don't care HOW LONG THE QUARTERBACK HOLDS THE BALL. The longer he keeps it, the better it is for us. THIS IS OUR MOTTO, NOT OUR EXCUSE.
8. We keep account of the TD PASSES THROWN IN PRACTICE. There is a REASON FOR FOR EVERY TD PASS.
9. We must have MORE INTENSITY, TALKING AND CONCENTRATION DURING PRACTICE to Improve our defense.
10. Honest application of these objectives WILL RESULT IN IMPROVEMENT.

TOUCHDOWN PASSES ALLOWED -- 1976

Last year the Redskins defense allowed 11 TD passes. Minnesota led the Conference in this category by allowing only 8 TD passes. Our objective is to WIN THE SUPER BOWL and to LEAD THE CONFERENCE and LEAGUE in all defensive statistics. We must strive for a better understanding of our total defense and better coordination between everyone. Proper coordination and communication are absolute musts and cannot be stressed enough in practice.

<u>1971</u>	<u>1973</u>	<u>1975</u>	<u>1976</u>
<u>Total</u> 10	<u>Total</u> 12	<u>Total</u> 17	<u>Total</u> 11
Fischer 3	Owens 3	Owens 3	Houston 3 - Giants (Rhoads)
Owens 1	McClinton 3	Fischer 3	- Lions (Jarvis)
Hanburger 1	Houston 2	Hanburger 2	- Cowboys (Johnson)
Others 5	Fischer 1	Houston 1	Fischer 3 - Eagles (Smith)
	Defense 1	Dusek 1	- Bears (Scott)
	Others 2	Defense 1	- Chiefs (Brunson)
		Others 6	Scott 1 - Cardinals (Cain)
<u>1972</u>	<u>1974</u>		Owens 1 - Chiefs (White)
<u>Total</u> 10	<u>Total</u> 13		Lavender 1 - Giants (Gillette)
Fischer 3	Owens 3		Hanburger 1 - Cardinals (Metcalf)
Others 7	Fischer 3		McClinton 1 - 49ers (Williams)
	Houston 2		
	McClinton 1		
	Others 4		

INDIVIDUAL LEADERS

99.

(15 Game Total)

	1976 (15)	1975 (14)	1974 (15)	1973 (15)	1972 (17)	1971 (15)
TACKLES:						
McClinton	103	88	75	45	46	--
Houston	77	57	65	54	--	--
Hanburger	76	85	64	110	95	77
Talbert	60	51	50	68	45	53
Dusek	55	65	--	--	--	--
McDole	54	78	63	65	60	58
Lavender	48	--	--	--	--	--
Scott	43	--	--	--	--	--
Butz	41	--	--	--	--	--
Fischer	35	38	45	56	82	--
Johnson	32	43	--	--	--	--
Brundige	29	50	53	49	--	16
Owens	18	29	32	53	49	45
Brown	7	--	--	--	--	--

ASSIST AFTER TACKLE:

McClinton	49	49	44	27	19	--
McDole	47	30	33	43	51	41
Scott	44	--	--	--	--	--
Dusek	34	29	--	--	--	--
Johnson	32	28	--	--	--	--
Houston	30	50	22	24	--	--
Butz	28	--	--	--	--	--
Talbert	26	26	28	27	26	35
Hanburger	25	26	24	32	34	33
Brundige	18	25	32	40	31	8
Lavender	14	--	--	--	--	--
Fischer	12	14	15	14	10	--
Owens	12	6	12	21	27	27
Brown	4	4	--	--	--	--
Tillman	1	--	--	--	--	--

KNOCK DOWNS & BATTED BALLS:

Fischer	13	3	7	8	18	16
Lavender	12	--	--	--	--	--
Houston	7	6	9	9	--	--
McDole	6	4	2	5	8	5
Hanburger	5	2	4	3	3	11
Owens	3	2	3	2	8	10
McClinton	2	3	4	0	5	--
Dusek	2	5	--	--	--	--
Scott	1	--	--	--	--	--
Brown	1	--	--	--	--	--
Brundige	1	2	0	0	0	0
Talbert	0	0	2	4	0	4

SACKS:

Talbert	13	11	9	10	12	7
McDole	9	6	6	5	4	--
Johnson	6	5	--	--	--	--
Brundige	5½	8	6	16	5	7
Hanburger	3	4	2	3	4	--
Butz	2	--	--	--	--	--
Dusek	2	--	--	--	--	--
McClinton	1½	--	--	--	--	--
Mysocki	1	--	--	--	--	--
Brown	1	--	--	--	--	--
Owens	1	--	--	--	--	--

INTERCEPTIONS:

Lavender	8	--	--	--	--	--
Houston	5	4	2	6	--	--
Fischer	5	3	4	3	4	3
Scott	5	--	--	--	--	--
Brown	1	1	--	--	--	--
Hanburger	1	--	--	--	--	--
McClinton	1	3	4	1	5	1
Dusek	1	0	1	0	2	0
Johnson	0	0	--	--	--	--
Owens	0	57	--	--	--	--
	--	25	59	123	0	27

YARDS INTERCEPTION RETURNED:

Lavender	55	--	--	--	--	--
Fischer	43	4	69	99	61	103
Houston	38	33	40	32	--	--
Scott	29	--	--	--	--	--
Hanburger	20	--	--	--	--	--
McClinton	18	81	6	45	113	17
Brown	18	--	14	0	22	0
Dusek	8	33	--	--	--	--
Johnson	0	--	--	--	--	--
Owens	0	57	--	--	--	--
	--	25	59	123	0	27

TOTAL YARDS OPPONENTS GAINED -- 1976

In breaking down the entire 1976 League schedule, from a total yardage gained (net) basis, we have established the following four (4) categories of the type of game a defensive team played.

EXCELLENT

(Should Win)

Opponent held to less than 225 Yards

GOOD

(Probable Win)

Opponent held to 226-275 Yards

AVERAGE

(50-50 Chance)

Opponent held to 276-325 Yards

BAD

(Should Lose)

Opponent gained over 325 Yards

The 1976 League average per game was 302.6 Yards (Net).

Average rushing yardage - 150.6 Yards

Average passing yardage - 152.0 Yards

TOTAL YARDAGE - 302.6 Yards

This statistic encompasses the entire NFC 14-game schedule.

1976 REDSKINS RESULTS

DATE	OPPONENT	TOTAL YARDS GAINED	REDSKINS
<u>EXCELLENT CATEGORY</u> - (6) (5) (1) (6) (3)			
Nov. 14	New York Giants	170	Lost
Nov. 28	Philadelphia Eagles	194	Won
Dec. 12	Dallas Cowboys	203	Won
Sept. 19	Seattle Seahawks	205	Won
<u>GOOD CATEGORY</u> - (5) (4) (1) (5) (3)			
Dec. 17	Detroit Lions	247	Won
Dec. 31	Dallas Cowboys	253	Lost
<u>AVERAGE CATEGORY</u> - (2) (1) (1) (2) (1)			
Dec. 5	New York Jets	284	Won
Dec. 25	St. Louis Cardinals	306	Won
Nov. 21	St. Louis Cardinals	307	Won
Sept. 12	New York Giants	315	Won
<u>BAD CATEGORY</u> - (1) (0) (1) (1) (7)			
Nov. 7	San Francisco 49ers	385	Won
Oct. 3	Chicago Bears	392	Lost
Nov. 27	Philadelphia Eagles	418	Won
Oct. 10	Kansas City Chiefs	443	Lost
<u>REDSKINS AVERAGE</u> -- 1976			

RUSHING: 157.5PASSING: 136.9TOTAL: 294.4

The Redskins average vs. the rush is over the League average. This must be improved. We ranked 7th in overall defense in the NFC. We must strive to be Number 1. We won't be Number 1 until we eliminate the bad games.

The following chart shows our opponents scoring by quarters against us. We should strive to keep the average per quarter around the 3.5 mark to continue winning. We need to improve our 2nd and 4th quarters.

Redskin opponents scoring by Quarters -- 1976

	1st Quarter	2nd Quarter	3rd Quarter	4th Quarter	TOTAL
1. NY Giants	3	7	0	7	17
2. Seattle	0	0	0	7	7
3. Philadelphia	3	7	0	7	17
4. Chicago	10	10	7	6	33
5. Kansas City	6	10	7	10	33
6. Detroit	0	0	0	7	7
7. St. Louis	0	7	0	3	10
8. Dallas	7	0	10	3	20
9. San Francisco	0	14	0	7	21
10. NY Giants	3	3	3	3	12
11. St. Louis	7	0	0	3	10
12. Philadelphia	0	0	0	0	0
13. NY Jets	0	3	6	7	16
14. Dallas	0	7	7	0	14
TOTAL	39	68	40	70	217
AVERAGE	2.78	4.85	2.85	5.0	15.5
PLAYOFF:					
1. Minnesota	14	7	14	0	35

	1st Half	2nd Half
TOTAL	107	110
AVERAGE	7.64	7.85

WHOLE GAME SEASON	
TOTAL	217
AVERAGE	15.5

1976 INDIVIDUAL PASS DEFENSE STATISTICS & INFORMATION

NAME-POSITION	POSITION ON RECEIVER GRADE	INTERCEPTIONS	KNOCKED DOWN & BATTED BALLS	INTERFERENCE OR HOLDING CALLED
FISCHER (Low)	85%	5	13	1
LAYENDER (Rose)	84%	8	12	1
HOUSTON (Sam)	89%	5	7	2
SCOTT (Jill)	87%	5	1	0
BROWN (Nickle)	87%	1	1	0
DICKS (Jill & Nickle)	79%	0	3	0
WENIGER (Rip)	87%	1	5	0
McLINTON (Doc)	84%	1	2	0
DECK (Link)	82%	1	2	2
TOTALS		27	46	6

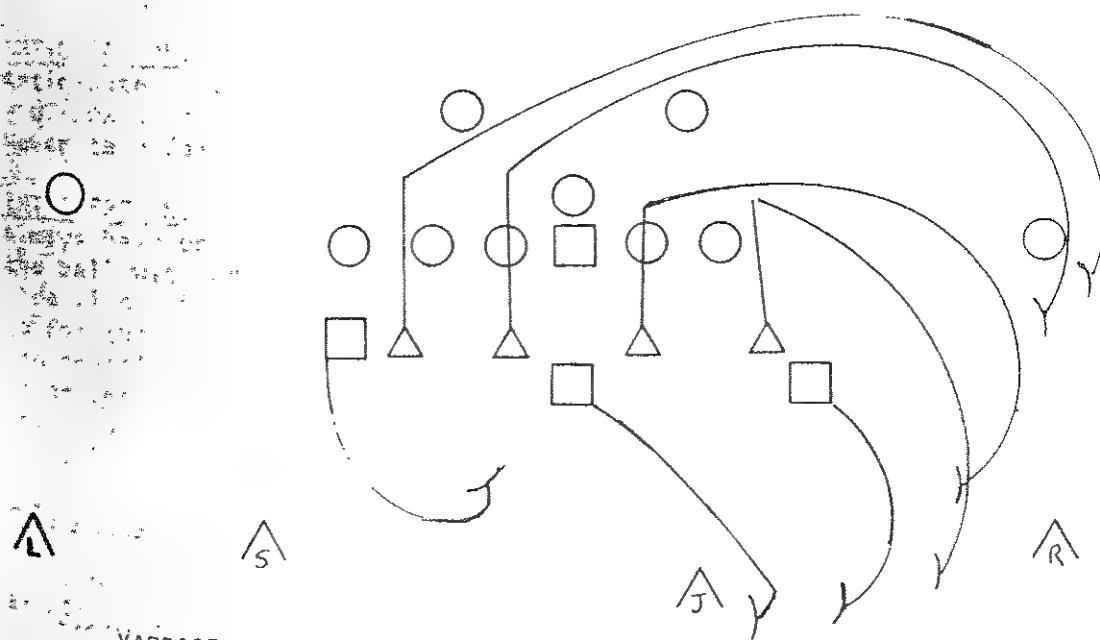
100

INTERCEPTION RETURNS

Introduction;

We have an organized interception return that can win football games for the Redskins. This return will gain many valuable yards and can result in a touchdown or good field position. LET'S SCORE ON DEFENSE!

1. Rule - return to the nearest sideline, more yardage is made this way than any other method.
2. The Back intercepting will start upfield and then cut to near sideline.
3. The nearest defender block back on the intended receiver. He is the one who will make the tackle 8 times out of 10.
4. Interception Captain must get his team to set up the wall in practice after every interception.
5. The back must return the ball at least 30 yards in practice.
6. We can win games if everyone will hustle to the nearest sideline and pick out a duck. Do not clip and do not throw an unnecessary block if interceptor is on his way.
7. Ball thrown to your side, peel back to your side.
8. Ball thrown to opposite side or middle, keep on going thru and peel to opposite side.



YARDAGE GAINED ON INTERCEPTION RETURNS

<u>1971</u>	<u>1972</u>	<u>1973</u>	<u>1974</u>	<u>1975</u>	<u>1976</u>	<u>TOTAL</u>
430 Yds 5 TDs	287 Yds 1 TD	598 Yds 4 TDs	328 Yds 2 TDs	335 Yds 2 TDs	190 Yds 0 TDs	2218 YDS. 14 TDs

NINE IMPORTANT FACTORS FOR BU'S & DEES INVOLVING GOOD PASS DEFENSE

105.

1. **CONFIDENCE:**
You must want the opposition to throw the ball into the area in which you are protecting. You must believe that you cannot be thrown on. Never let a completed pass kill your confidence. The pass that was completed was an accident.
2. **DESIRE:**
You must have that burning desire to be the best pass defensive football player on the squad, and then develop yourself to be the best in the NFL at your position. Have a desire to want to play pass defense. Don't be the player who only wants to play just enough to get by.
3. **KEYS:**
Always read your keys and never make a mistake. You cannot have your back turned to the offensive men that you are keying and you cannot have your eyes closed or head down. You must perfect your keys in practice.
4. **WORDS:**
Be a talker as well as a good defender on pass defense. Never be the Silent Sister. You must Yell. "Cross! Cross! Cross!, Over! Over! Over!" when these situations develop. Always say to yourself before each play, "It is going to be a pass". This is only relative to deep defenders. If there is a split end or a flanker to your side, you should always say to yourself: First -- "He can get deep and inside" Second -- "He can get deep outside". Third -- Always be aware of the hook and go. Keep your distance. Your rule on a hook applies.
5. **POSITION:**
You must always have good position on the receiver. This is the secret to a great Pass defense...Your position on the receiver. There is a proper position for every type of pass. This factor alone can kill you as a pass defender. Start movement when receiver is about 5 yards away. Always keep 3 yards vertical depth on the receiver and slightly outside of him. Never get any closer than 6 yards on the side line. The side line is the twelfthman on your team if the receiver catches the ball in this area.
6. **ANTICIPATION:**
Anticipate as to when the passer will turn the ball loose. Every passer will let you know when he is turning the ball loose. Study him - "Get a jump on the ball!" Never take fakes by backs faking into line, and keep covering the receiver.
7. **INTERCEPTION:**
Always have one thought in mind, get that football - Time your jump - Get after the ball with both hands - Take the outside route, unless the receiver is on the side line. Search the Receiver--Yell "Fire!" if you are intercepting. Always go for the ball once it is in the air. Play to intercept every pass thrown by the opposition. There is not a quicker way to kill their pass offense. Always intercept the ball as high as possible. Be sure to go through the receiver to intercept it - don't gamble by going in front or inside the receiver unless the ball is low and you are sure of an interception.
8. **PASS PATTERN RECOGNITION:**
Study their favorite routes - you will work against them during the week. Be able to recognize the pattern when it unfolds. This is vital for every man on secondary - reading the Pattern. They will have favorite men to throw to, too, every team does.
9. **IF BACK:**
Always have one thought in mind when you intercept and that is to run the ball back across the opponent's goal line. Your nearest teammate to the intended receiver should block back on him. Always run interference for your teammate who has intercepted.

PASS DEFENSE

PASS DEFENSE IS THE COMBINATION OF THE RESPONSIBILITY OF PLAYING THE MAN WITH THE BALL AND WITHOUT THE BALL.

THE STRICT AND NEVER CHANGING POSITION IS MAN -- BALL -- YOU, REGARDLESS OF ANY OFFENSIVE MOVEMENT. OUR MAIN CONCERN IN PLAYING ANY PASS DEFENSE IS "TO HELP OUT."

REPETITION IS THE ONE MOST IMPORTANT AND SUCCESSFUL TEACHING AID. IT MAY APPEAR USELESS AT TIMES, BUT IT IS VITAL.

YOUR VISION

- A. Peripheral vision can be improved with practice.
- B. You may lose the ball, but not the man, if any choice must be made.
- C. This is important for our team defense.
- D. Jill must improve his peripheral vision.

INTERCEPTION PRACTICE

Working with a new thought in mind, we should get interception practice all during the practice sessions; three, four, five minutes at a time while the offense is running their plays and we are simulating opposing defenses.

Interceptions are mostly a matter of mind set and while you are fresh you can get a few under concentrated conditions. We can improve our interception record. We had our hands on many batted balls last year and possibly one more interception could mean a game.

KNOW YOUR MAN

Certain people can be overplayed. For example, you can overplay Washington (S.F.) and Dougherty (Colts). For an illustrative purpose, if P. Fischer were covering Washington he could overplay him for the interception on most every pass. Sometimes a slower defender does a fine job on Washington by overplaying him to some extent.

KNOW YOUR MAN (Continued)

My only thought in mentioning any of this is to place emphasis on KNOWING YOUR MAN. Know his speed and Know his moves. Howard Twilley of Miami, does not have outstanding speed, yet he could give a player like Pat Fischer problems with his moves, so that he cannot overplay Twilley. Part of this is due to the fact that Pat has not played enough against Twilley to know him. It is important to study the film on players of this type so that you have a knowledge of him. Keep a book on every receiver.

Occasionally, you will face a player who runs practically only one pattern. Naturally peculiarity of this type must be checked out.

TALKING

ONE OF THE MOST DIFFICULT THINGS FOR ANY COACH TO DO IS TO GET HIS PLAYERS TO TALK ON DEFENSE. IF YOUR TALKING, YOU'RE THINKING. AND I FIRMLY BELIEVE THAT TALKING TAKES A GREAT DEAL OF "PRESSURE" OFF ANY BALL PLAYER. TO ME, TALKING IS SECOND ONLY TO MOVING THE FEET AS AN ESSENTIAL FUNDAMENTAL IN GOOD DEFENSE. WITHOUT TALKING YOU DON'T HAVE A CHANCE TO BE A GOOD DEFENSIVE TEAM.

TEAM WORK

We feel that each individual must be playing well defensively before we can be effective defensively as a team.

Drills are employed to foster any one of the following three facets on defense:

1. AGILITY.
2. BODY BALANCE AND POSITION.
3. TO SIMULATE IN PRACTICE ANY CONDITION THAT WILL BE ENCOUNTERED IN A GAME.

SUMMARY OF FORCE RULES

1. CONTAIN MAN (IMMEDIATE FORCE)
2. CUT BACK MAN (TWO OF THEM STRONG SIDE)
3. SUPPORT MAN
4. REAR PURSUIT MAN
5. CUT OFF MAN (USUALLY TWO OF THEM)
6. SECONDARY RUN SUPPORT MAN

WHEN TO USE SLICE FORCE

1. FREDDIE SITUATION (1 & 10)
2. 46 KEY & WEED
3. 46 FIELDER
4. STOWAWAY (STAB)
5. 46 "C" END (CAIN - JILL)
6. MINNESOTA
7. 49
8. COMBO "C"

COUNTERS FOR "C" END

1. CAIN
2. WILLIE & TILLIE
3. SLICE FORCE (REG & SAM SWITCH)
4. 54
5. "21"
6. TITE 2-D
7. MOB
8. WIDE KEY CAIN (OR ANY COV.)
9. BOUT (LES OR ROD)
10. AUD. 44

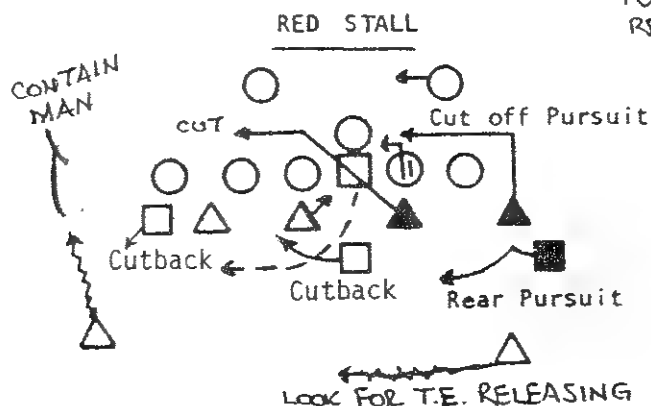
TEAM PURSUIT

All great football teams have organized pursuit. Pursuit involves eleven players. McDole, Hanbarger, Dusek and Talbert are among the best in the league in this department. This year we want to break down our pursuit into divisions and define it a little differently. The two types of pursuit are as follows:

DIAGRAM

STRONG SIDE
FREDDIE

PASS FIRST
REPLACE WHEN
"E" BLOCKS ON SAM.



SAM & JILL MAKE
FORCE CALLS - CORNERS
REPEAT THEM.

PASS ALL THE WAY

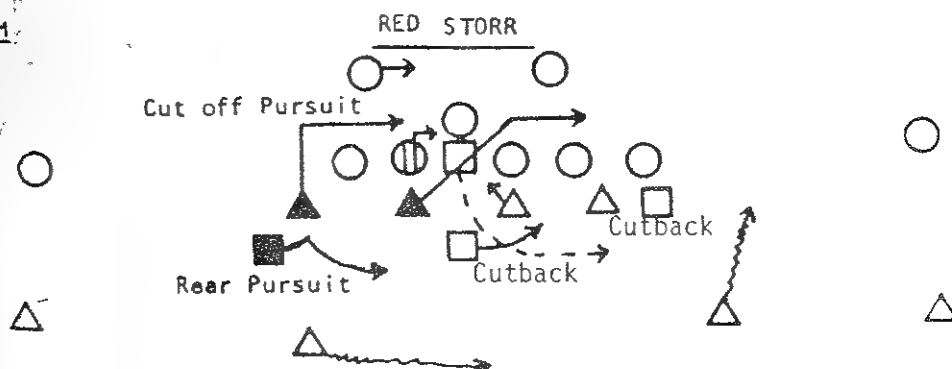
If LG pulls, Ric does Cutoff Pursuit.
If Center blocks back on Ric, he does Rear Pursuit.

A. CUTOFF PURSUIT

Cutoff Pursuit is designed basically for the offside rushmen and is part of the O or I Man's duty after they have made their initial penetration to a designated point. At this time, because of the nearback away action, they will go into a Cutoff Pursuit. Once this has been determined the O-Man will after no more than one step pursue down the line into a Cutoff position taking away any cutbacks on the part of the offensive back. The O-Man will always keep in mind his alerts of O9, screen center, reverses or bootleg. The I-Man thru quick moves can defeat a FB or seal block when headon Guard pulls onside. If offensive Center or Guard position blocks him he will then be forced to go into a Rear Pursuit.

B. REAR PURSUIT

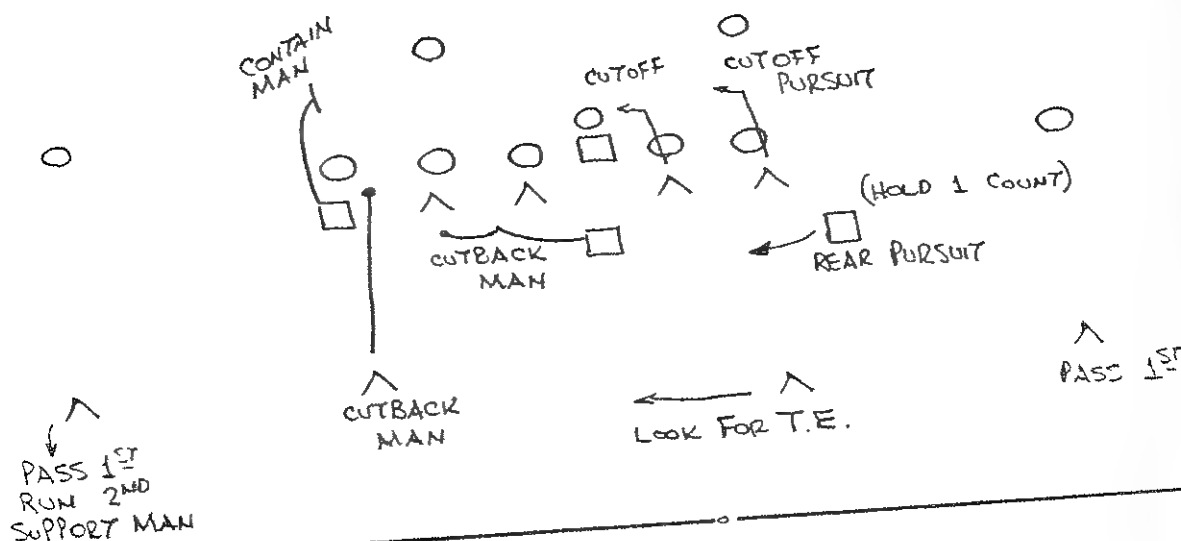
Rear Pursuit is designed basically for the offside BU and I-Man and comes because of nearback away action by the offensive backfield. The BU because of away action will pursue to rear of his line and the I-Man if blocked by Center or Guard will then go into Rear Pursuit.

DIAGRAM

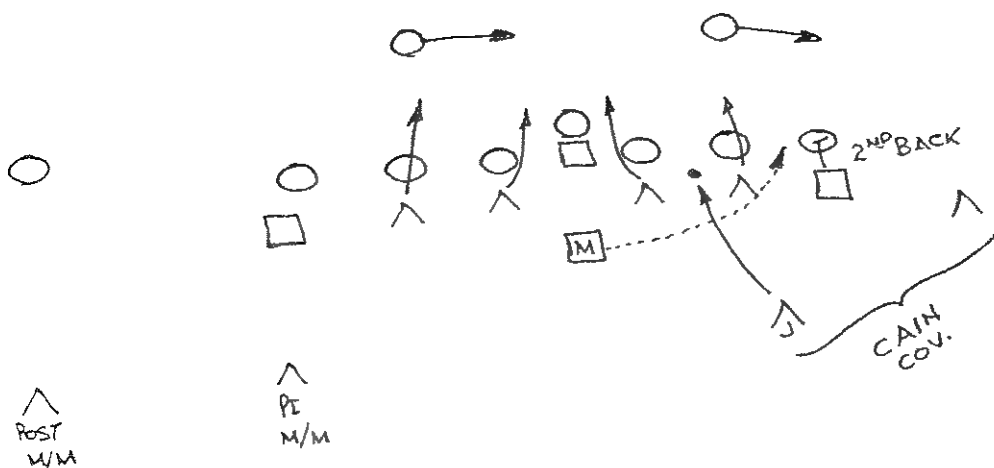
If RG pulls, Lin does a Cutoff Pursuit.
If Center blocks back on Lin, he does Rear Pursuit.

SLICE FORCE:

CAN ONLY BE CALLED IN
FREDDIE SITUATION.

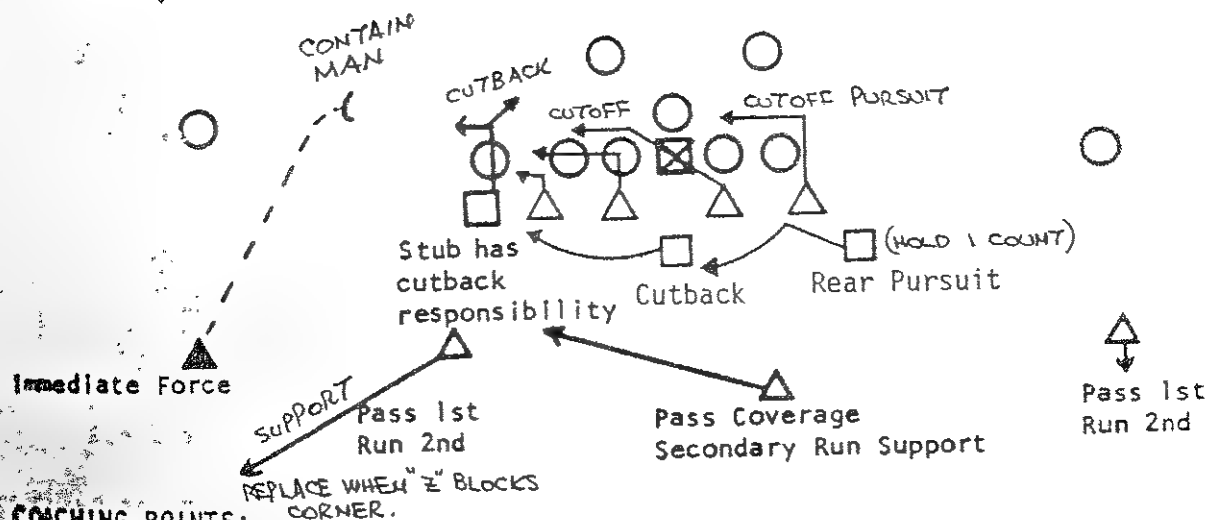


46 TITE JILL SLICE KEY:



Applying the Force by Deepbacks to Red Stall End RunsLOU

1. Defense Call 46 Jet Key
2. Position 6-8 yds deep. Shade Outside Shoulder of Z Man.
3. Predetermined Force On Strongside End Sweep. LOU depending on unit call with SAM - will force according to position of Flanker.
4. Keys WHB looking through Y, offensive Right Tackle and Right Guard. SAM makes the call and LOU returns it immediately.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep to the Strong Side, then LOU:

COACHING POINTS:

LOU forces the end sweep from "Outside In". LOU is responsible to meet lead Guard or Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "String it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off blocker. Keep inside gap reduced - inside gap to be filled by STUB and team pursuit. SAM and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If Z position at 10 yds force will depend upon opponent.

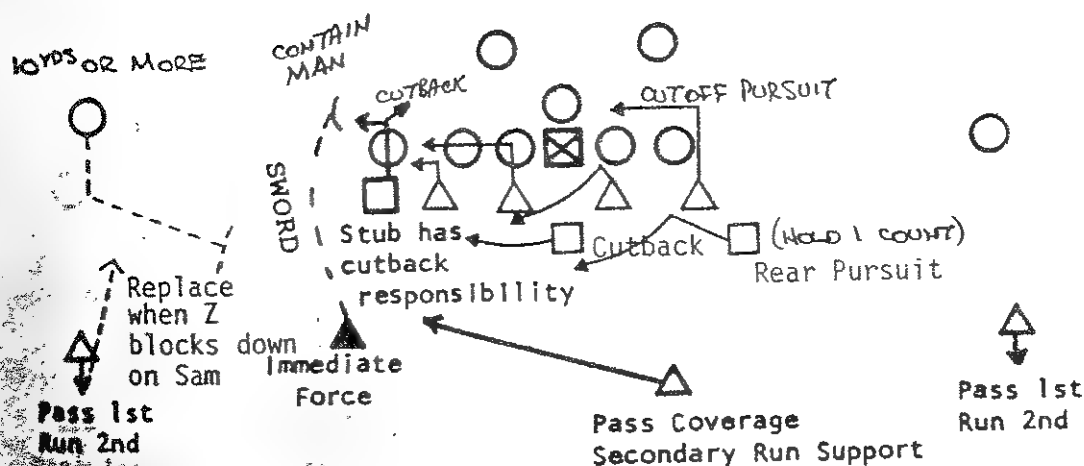
We refer to the force of SAM and JILL as our SWORD and WHIP forcing, which we prefer whenever possible. We refer to the force of LOU or ROSE as our SIDEBACK force.

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

DEFENSIVE KEYS

Applying the Force by Deepbacks to Red Stall End Runs**SAM**

1. Defense Call 46 Jet Key.
2. Position 6-8 yds deep. Outside shoulder to $1\frac{1}{2}$ yds out on Y.
3. Predetermined Force On Strongside End Sweep. SAM depending on unit call with LOU - will force according to position of flanker Z. SAM makes the call.
4. Keys Y looking through offensive Right Tackle and Right Guard at weak Halfback.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep the Strong Side then SAM:

TEACHING POINTS

SAM forces the end sweep from "outside in". SAM is responsible to meet lead Guard or Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off blocker. Keep inside gap reduced - inside gap to be filled by STUB and team pursuit. SAM and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

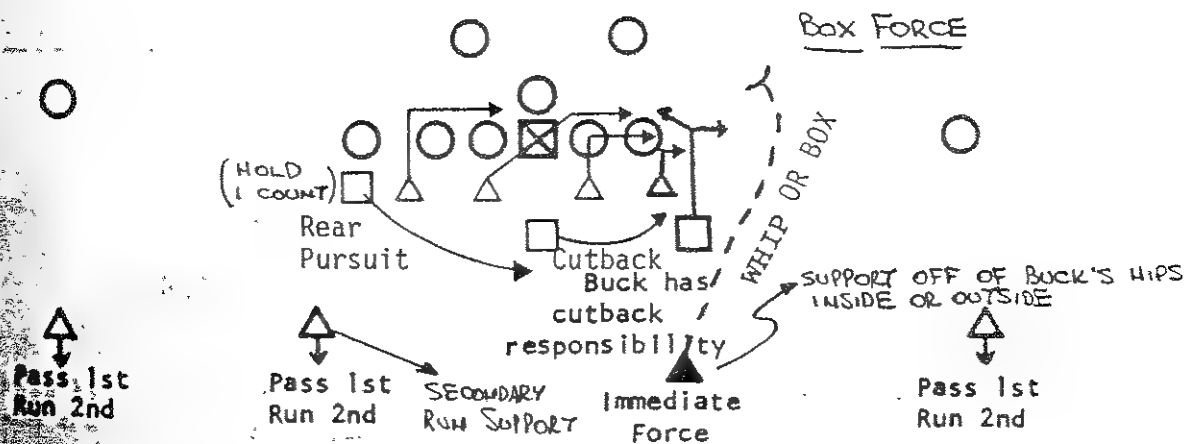
The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If Z position at 10 yds force will depend on opponent. We refer to the force of SAM as our SWORD force. SAM should force off the tail of Stub.

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

SAM and JILL should make a conscientious attempt to improve their keying every day in practice. Off side linemen downfield definitely indicate run. Be alert for this.

Applying the Force by Deepbacks to Red Stall End Runs**JILL**

1. Defense Call 46 Jet Key
2. Position 8-10 yds deep. Shading outside of ROY.
3. Predetermined Force On Weakside End Sweep. JILL depending on unit call with ROSE will force according to position of spread end (X) JILL makes the call.
4. Keys Weak Halfback looking through offensive Left Tackle and Left Guard with split vision on X.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep to the Weak side then JILL:

**TEACHING POINTS:**

JILL forces the end sweep from "outside in". JILL is responsible to meet lead end of Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off Mocker. Keep inside gap reduced - inside gap to be filled by BUCK and team pursuit.

SAH and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

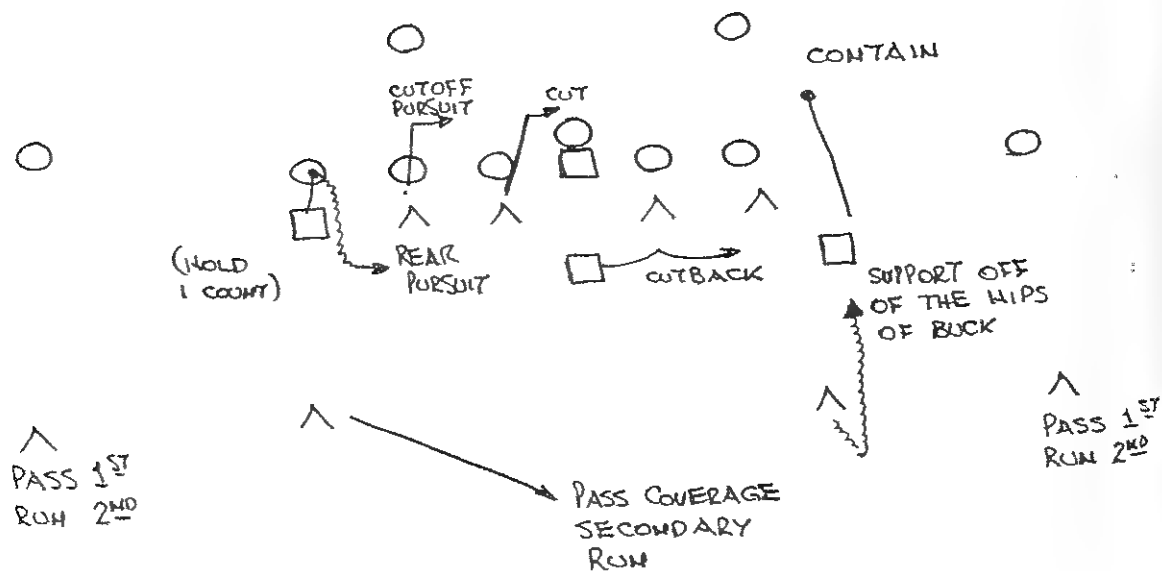
The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If X position at 10 yds force will depend upon opponent.

We refer to the force of JILL as our WHIP force. JILL should force off the tail of BUCK.

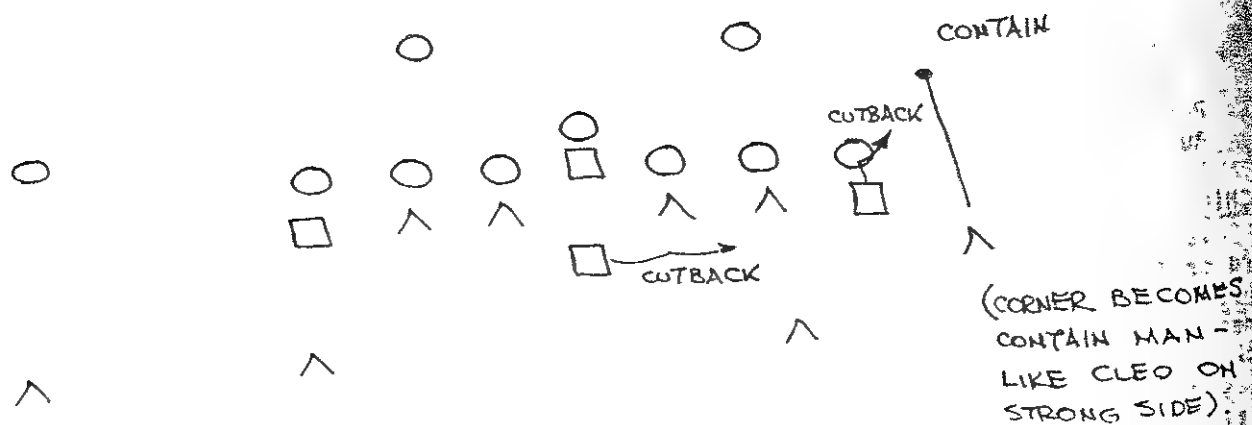
LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

SAH and JILL should make a conscientious attempt to improve their keying everyday in practice. Offside linemen downfield definitely indicates run. Be alert for this!

BOX FORCE :



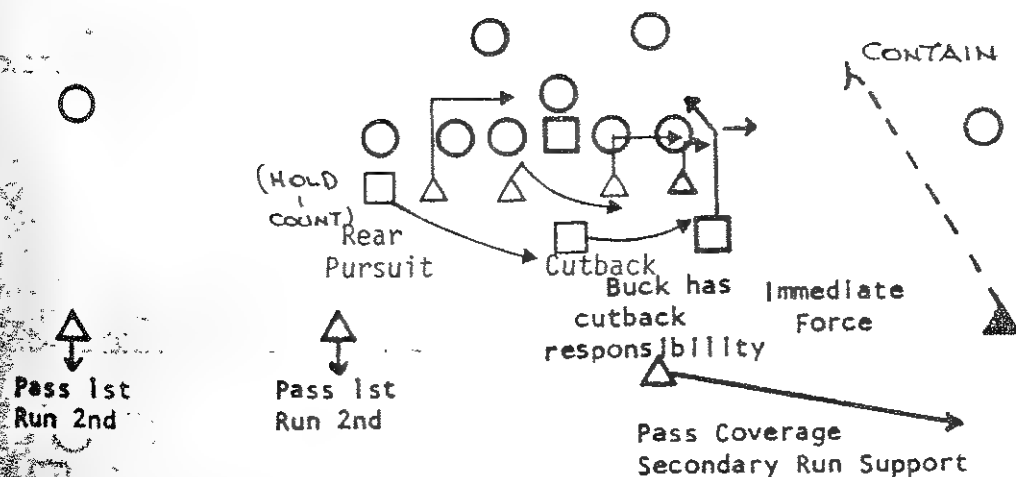
WEAK SIDE FORCE VS "C" END :



Applying the Force by Deepbacks to Red Stall End RunsROSE

1. Defense Call - 46 Jet Key
2. Position 6 - 8 yds deep. Shade Outside Shoulder of X Man.
3. Predetermined Force On weakside end sweep. Rose depending on unit call with JILL will force according to position Spread End (X).
4. Keys Weak Halfback looking through offensive Left Tackle and Left Guard.
5. Plays the Key Which Indicates whether it is a run or pass. When key indicates a sweep to the weak side, then ROSE:

"X" SPLITS LESS THAN 10 YDS
(USUALLY ABOUT 4 TO 6 YDS).

COACHING POINTS:

ROSE forces the end sweep from "Outside In". Rose is responsible to meet Lead Guard or Tackle with inside shoulder as quickly as possible. Make contact with a strong inside shoulder, maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes outside, run him into sideline. If runner cuts inside, roll off blocker. Keep inside gap reduced -- inside gap to be filled by Buck and team pursuit.

SAM and JILL always call FRED for FAR, CLEO for CLOSE. We will also use additional live calls plus dummy calls.

The sideback must return his call anything under 10 yds is a CLOSE, anything beyond 10 yds is a FAR. If X position is at 10 yds force will depend upon opponent. We refer to the force of SAM and JILL as our SWORD and WHIP forces, which we prefer whenever possible. We refer to the force of LOU and ROSE as our SIDEBACK force.

The threat of a weakside, wideside, sweep is not as predominate from this set for ROSE as it is for LOU

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

Contain Man

This term describes the responsibility of meeting the end run in its formative stage - making the tackle, forcing the cutback, or forcing the ball carrier DEEP so that he is vulnerable to pursuit. The contain man can either be the linebacker, safety, or corner, depending on the formation and coverage call.

EXAMPLE OF BACKER CONTAIN:

A. KEY - READ PROGRESSION AND REACT QUICKLY TO MEET THE LEAD BLOCKER BEFORE HE CAN TURN UPFIELD.

B. TECHNIQUE -

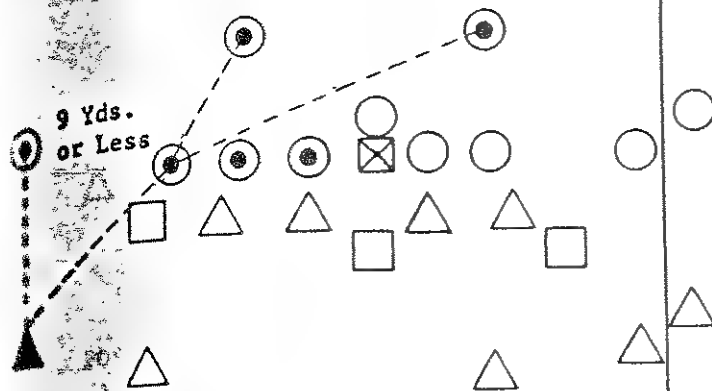
- 1) REACT QUICKLY AND TOUGH TO CLOSE THE CUTBACK AREA - MEETING THE BLOCKER BEFORE HE CAN TURN THE CORNER.
- 2) FORCE THE LEAD BLOCKER TO COMMIT HIMSELF - CAUSE A DECISION.
- 3) CAUSE THE BALL CARRIER TO CUT BACK - SHRINK THE CUTBACK AREA.
- 4) FORCE THE BALL CARRIER DEEP, MAKE THE TACKLE OR STRING IT OUT - BUYING TIME TO THE SIDELINE.
- 5) TO ACCOMPLISH THE ABOVE. YOU MUST USE YOUR HANDS AND STAY ON YOUR FEET.
- 6) DON'T TRADE ONE FOR ONE.
- 1) MEET BLOCKER AS QUICKLY AS POSSIBLE AND AS TOUGH AS POSSIBLE.
- 2) DO NOT TAKE A SIDE UNTIL THE RUNNER COMMITS.



FORCE AT ANGLE

IF BALL CARRIER CONTINUES WIDE DRIVE DEEP AND STRING IT OUT TO SIDELINE - YOU MUST STAY ON YOUR FEET!

LOU

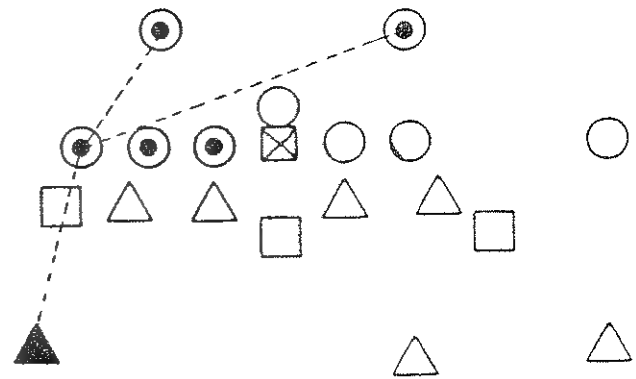


POSITION - LOU

CALL - Cleo (Return call to Sam)

KEY - "Y" to Weak HB. Know what outside Offensive Tackle, Guard & Z do.

SAM

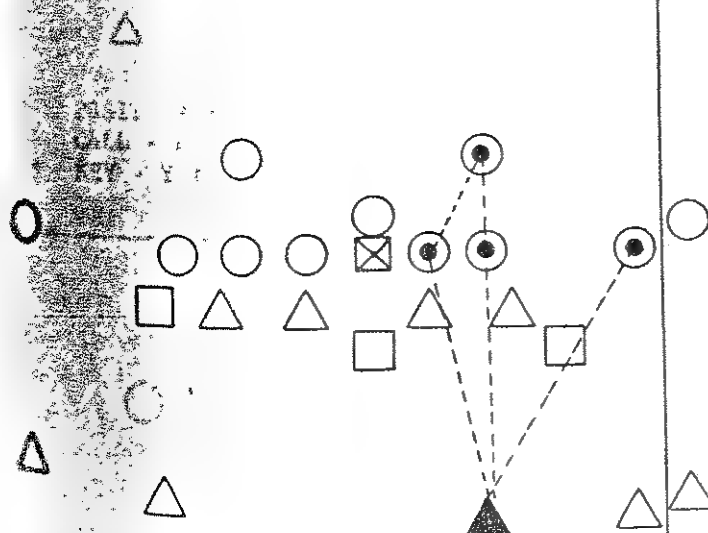


POSITION - SAM

CALL - Freddie (Make call to Lou or Rose)

KEY - "Y" to Weak HB. Know what outside Offensive Tackle, Guard & B Back do.

JILL

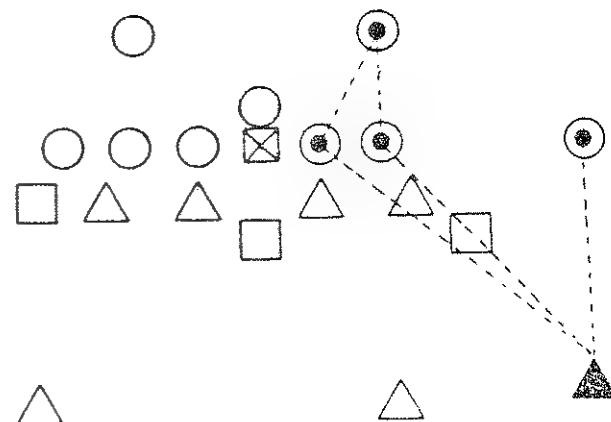


POSITION - JILL

CALL - Cleo (Make call to Lou or Rose)

KEY - Weak HB through outside Offensive Tackle & Guard. Know what "X" is doing.

ROSE



POSITION - ROSE

CALL - Freddie (Return call to Jill)

KEY - Weak HB through outside Offensive Tackle & Guard. Know what "X" is doing.

MAC

POSITION - MAC
CALL - Jet
KEY - Center to FB & HB

STUB

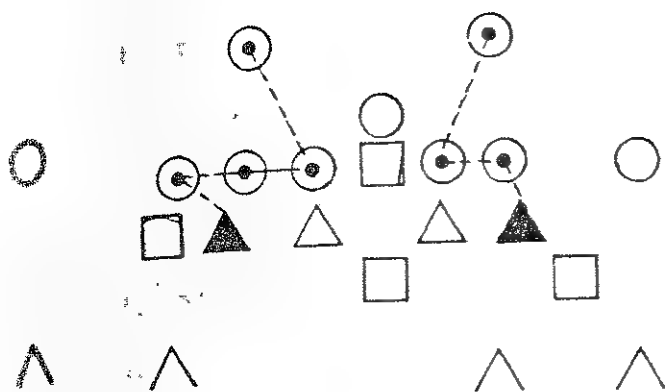
POSITION - STUB
CALL - Freddie
KEY - Y to FB & HB

BUCK

POSITION - BUCK

CALL - Box

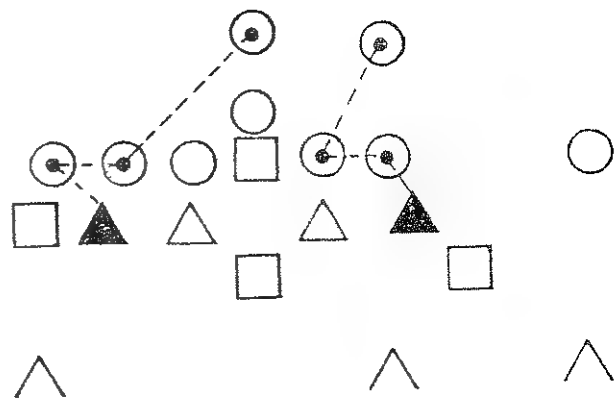
KEY - A & B Back through onside Tackle & Guard



POSITION - 0 MEN

CALL - Jet

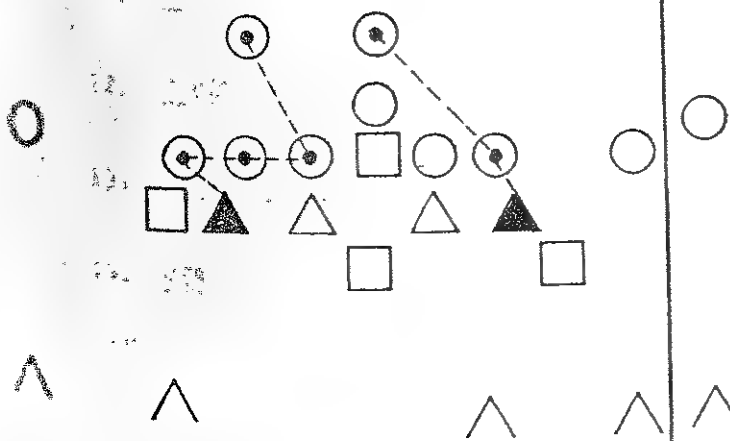
KEY - Position of "Y" for down block -
no down block key Guard thru Tackle
to near Back.



POSITION - 0 MEN

CALL - Jet

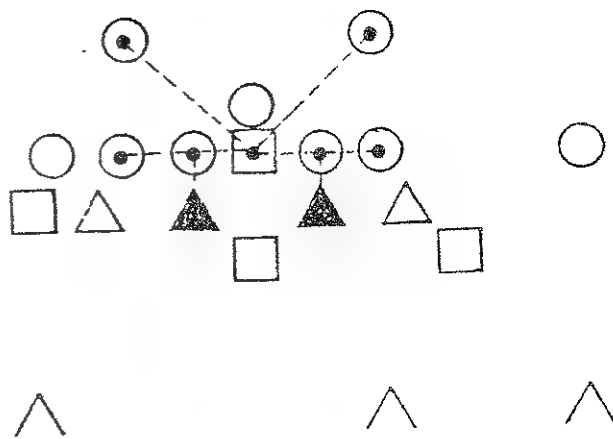
KEY - Strong O Man - Position of "Y"
for down block - no down block
key Tackle to near Back.



POSITION - 0 MEN

CALL - Jet

KEY - Weak O Man - Key Tackle to near
Back.



POSITION - 1 MEN

CALL - Jet

KEY - Guard and pull of Guard to Tackle,
Center & Off. Back.

DEFENSIVE TERMINOLOGY

The following terms will be used almost dally in practice, know what each means.

1. FIRE

We have intercepted a pass, everyone get up and get in front of ball carrier and knock someone down.

2. BALL

The football is in flight and one of our defensive players does not know that it is intended for his receiver.

3. DOWN AND DISTANCE

Is it a running down or a passing down?

4. SHORT YARDAGE

Refers to 3 & 1, 3 & 2, 3 & 3 anywhere out in the field of play.

5. TOUGH TERRITORY

Refers to short yardage situations but inside the 10 yard line.

6. "OFF"END NEAR OR "C"

The end away from the Z man, but he is 1 to 2 yards from the offensive tackle.

7. SEE THE BALL IN "FLIGHT"

Refers to reading the quarterback and seeing the ball leave his hand.

8. STRONG BACK

Any offensive back on the strongside of the formation.

9. WEAK BACK

Any offensive back on the weakside of the formation.

10. TAKE THE BALL AWAY

Force a fumble, intercept a pass, steal the football. Take it away from your opponents.

11. RECOGNITION

Play recognition at the snap to determine the type of play developing.

12. FAVORITE SET

This is our opponents favorite offensive formation for Runs and Passes.

13. WINDOW DRESS

Move around, you are killing the grass. Disguise your intentions all the time.

14. VERTICAL DEPTH

Your position on a receiver when covering man to man.

15. BUZZ

Refers to the linebacker method of retreating when a pass develops. It consists of precise teamwork between Linebackers and Deepbacks.

16. RUB

Refers to the teamwork between the Linebackers and Rushmen against the run. Through proper keying all seven gaps are filled against a standard offensive formation.

OFFENSIVELY SPEAKING -- You must recognize and be able to define the following:

FUMBLE

DRAW

Q.B. DRAW

SCREEN

QUICK SCREEN

REVERSE

BOOTLEG

TRAP

TRANSCONTINENTAL

END AROUND

SUCKER

COUNTER

CRACK BACK

DROP BACK PASS

OPTION PLAY

PLAY PASS

ROLL OUT

INTERRUPTED CADENCE

CHIN

CHOW

CHEER

CHILL

HUNCH

UNBALANCED

SHOVEL PASS

FLARE PASS

CHECK FLARE

CHECK DOWN

FLOOD

FLOW

THROW BACK

OFF SET

WAGGLE

LATERAL PASS

CHECK OFF AUDIBLE

AUDIBLES

CADENCE (OPPONENTS)

TAKE OFF

SHOT GUN

DIVE

STATUE

SNAP COUNT

MARY

FRITZ

TAB

HOOCH

PIC

POC

DOUBLE POC

INSTRUCTIONS FOR COMPLETING DEFENSIVE PLAYER QUESTIONNAIRE

V.

1. Use our Defensive Terminology to describe offense of opponents and our defense.
 2. Don't guess. Put down that of which you are sure.
 3. By MANEUVERS is meant physical movements of opponent and timing.
 4. By TIPS is meant individual characteristics.
 5. By HABITS is meant any unusual mechanics of opponents.
 6. STRONG LEFT FORMATION is any opponent's offensive formation having more men on their Left Side than on their Right Side.
 7. STRONG RIGHT FORMATION is just the opposite of the Strong Left Formation.
 8. BALANCED FORMATION is any opponent's offensive formation having the same number of men on either side of snapper.
 9. On opponent's formation diagrams, indicate player numbers and names of men upon whom you are to report and approximate number of minutes each played.
 10. On opponent's formation diagrams, compare the abilities of the starters with those who substituted.
 11. In answering questions relative to INDIVIDUAL OPPONENTS -- only answer regarding those opponents who are close enough for you to observe accurately. In addition, this year we will fill out a film report on your area of reporting, which will be turned in on Wednesday AM.
- LINK reports on Y, Z, X, RT, RG, QB and on each Back.
- LON reports on Y, X, RT, RG, QB and on each Back
- LIN reports on CENTER, RT, RG QB and on each Back.
- RIP reports on X, LT, LG, QB and on each Back
- ROY reports on X, Y, LT, LG, QB and on each Back
- RIC reports on CENTER, LT, LG, QB and on each Back
- MAC reports on Y, CENTER, LG, RG, QB, and on each Back.
- LOU reports on Z, X, Y. QB and on each Back.
- LES reports on Z, X, Y, QB and on each Back
- RUS reports on Z, X, Y, QB and on each Back.
- ROSE reports on X, Z, Y. QB and on each Back.

REDSKINS DEFENSIVE GRADING

The main purpose of grading is to recognize errors and eliminate them. By grading all phases of the game, careful attention is paid to each movement and no one goes unnoticed. Also, performance leaders are recognized and accredited. On the other hand, it is easy to recognize anyone that is not giving 100%. Grading of individual skills will be recorded, when applicable, from the following categories.

RUNNING GAMEPOINTS

- | | | | |
|----|----|-----|--|
| 1 | 1. | POA | Point of Attack - where play is designed to hit. |
| 1 | 2. | Sup | Support - Immediate help by player away from P.O.A. |
| 1 | 3. | Pur | Pursuit - Flow of defense to P.O.A. When immediate help is no longer applicable. Angle and effort deserve prime consideration. |
| 3 | 4. | T | Tackles - (Primary Tackler) |
| -3 | 5. | M | Missed Tackles |
| 1 | 6. | A | Assisting Tackle |
| 3 | 7. | EE | Extra Effort - A grade based on superlatives. Do your job and 2 or 3 other peoples. |
| -3 | 8. | NE | No Effort - It would be best if this grade never appears. |

PASSING GAMEPOINTS

- | | | | |
|----|----|------|---|
| 1 | 1. | QB | Sacking the QB is the prime requisite of the Rushmen. At times, others will have an opportunity because of defense called. Tackles, misses and assists plus hurrying the QB will be recorded. |
| 6 | | T | |
| -3 | | M | |
| 3 | | A | |
| 3 | | H | |
| 3 | 2. | KD | Knockdowns or batted balls - Rushmen will attempt to knock-down the ball only at the last possible moment. Don't become a bunch of Pogo Sticks on the L.O.S. |
| 6 | 3. | Intc | Interceptions |
| 1 | 4. | OR | Obstructing the Receiver - This will be done mostly by Rushmen and Linebackers when a back comes close or tries to delay and sneak through the linemen. Never let a back get close to you without "hanging" him, but never go out of your way to accomplish this. |

PASSING GAME (cont'd)POINTS

1	5.	Blk	Block for Interceptions - Interceptions are scoring opportunities. Pick out someone and knock him down.
3	6.	EE	Extra Effort
-3	7.	NE	No Effort
1	8.	PR	Position on Receiver
1	9.	Area	Coverage when not assigned to a specific receiver. (Ex Zone)
1	10.	BR	Ball Reaction - Reaction and converging on ball when thrown.
1	11.	Ax	Axing - knocking down potential receiver.
3	12.	T	Tackles
-3	13.	M	Missed Tackles
1	14.	A	Assisting Tackle

EITHER PASS OR RUNPOINTS

1	1.	Sp	Spot. The final alignment before the snap.
1	2.	Pt	Point - Initial assignment after the snap.
6	3.	FF	Forced Fumble - Take every opportunity to separate the ball from ball carrier.
6	4.	RF	Recovered Fumble
-6	5.	Me	Mental Error
1	6.	Fo	Force on the sweep, primarily by the defensive backs.

The final grade is determined by the dividing the number of points earned by the total points it was possible to earn. The result will be shown by a percentage grade.

FOR EXAMPLE:

P.P. = 100

T.P. = 50

$$100 \overline{) 50.00} \quad \begin{array}{r} 50\% \\ 50.00 \end{array}$$

Final Grade - 50%

DEFENSIVE FILM ANALYSIS AND IMPROVEMENTS NECESSARY

We have made a general review of our 1976 defensive film. There were many faults detected which, if improved upon, can make us a better defensive team in 1977. If you, individually, correct your defects and work on your own weaknesses, you will become a better football player.

Generally, we must disguise our defenses more cleverly by more "window dressing." We must study our opponents "cadence" and "how the QB sets his team." We were caught off guard too many times. This is a must for each defensive player. We must force our opponents to make mistakes and then take advantage of them.

We didn't force and replace on wide running plays as quickly as we should. We also need to improve our force vs. "C" End (weak side of slot). Better film study and concentration by each individual will help in this area. We must get a better pass rush and put more pressure on the QB.

We need to have more players study opponents' films and know what each opponent does for each set. Know their favorite "bread and butter" plays from each formation. Take a projector home and invite several, or at least one, of your teammates over to study film with you. The projector should be checked out every night by someone on defense.

Understand one another; help each other whenever possible. Give credit where credit is due and always offer encouragement to your teammates. Work for togetherness in correcting errors. Encourage the offensive team to keep the ball and score. They can make your job much easier.

We lost too much yardage by missed tackles and arm tackling. We must improve our tackling by getting our head and shoulder into the blow.

A sharp practice during the week indicates a good game on game day. REMEMBER -- YOU PLAY THE WAY YOU PRACTICE!

Our defensive team ranked well in some categories and average in others in League standings. With hard work and concentrated effort, we can be FIRST IN ALL DEPARTMENTS. Have PRIDE, and NEVER GIVE UP. IT CAN BE DONE!

IMPROVEMENT

The following are our INDIVIDUAL IMPROVEMENT PAGES. We have only one thought in mind in mentioning these faults, and that is that everyone should have an IMPROVEMENT GOAL. This list is made up of players who were with the Redskins in 1976 only; and, if your name is not mentioned, it in no way means that you do not need an IMPROVEMENT GOAL. The following should improve in the fundamentals listed:

Everyone is expected to help out in all areas of defensive team play. However, it is advantageous to designate leadership duties for the various important phases of defensive play. The following men are defensive captains for these responsibilities:

- | | |
|----------------------------|--|
| 1. STRATEGY | Chris Hanburger, Ken Houston, Brig Owens |
| 2. PURSUIT | Karl Lorch, Chris Hanburger |
| 3. ANGLE OF PURSUIT | Bill Brundige, Dave Butz, Dennis Johnson |
| 4. SHIFTING DEFENSE | Harold McLinton, Rusty Tillman |
| 5. OFFENSIVE AUDIBLES | Diron Talbert, Rusty Tillman |
| 6. DEFENSIVE AUDIBLES | Chris Hanburger, Ken Houston, Brig Owens |
| 7. INTERCEPTION RETURNS | Ken Houston, Ron McDole, Diron Talbert |
| 8. HUDDLE | Diron Talbert, Dennis Johnson |
| 9. TALKING | Pat Fischer, Gerard Williams, Jake Scott |
| 10. DOWN & DISTANCE | Chris Hanburger, Ken Houston |
| 11. PLASTERING | Pat Fischer, Joe Lavender, Eddie Brown |
| 12. SPACING | Diron Talbert, Bill Brunidge |
| 13. GANG TACKLING | Pete Wysocki, Stu O'Dell, Brad Dusek |
| 14. RELAYING AUDIBLES | Jake Scott, Rusty Tillman, Harold McLinton |
| 15. PLAY RECOGNITION | Brad Dusek, Harold McLinton, Ken Houston |
| 16. DEEPBACK AUDIBLES | Brig Owens, Ken Houston, Jake Scott |
| 17. WINDOW DRESSING | Harold McLinton, Jake Scott, Pat Fischer |
| 18. POISE | Pete Wysocki, Dallas Hickman |
| 19. GETTING OFF ON BALL | Dave Butz, Bill Brundige, Karl Lorch |
| 20. FORCING FUMBLES | Diron Talbert, Pat Fischer, Stu O'Dell |
| 21. USE OF HANDS | Ron McDole, Dallas Hickman |
| 22. PLAY ACTION PASSING | Chris Hanburger, Pete Wysocki |
| 23. POSITION ON RECEIVER | Joe Lavender, Gerard Williams |
| 24. TACKLING | Joe Lavender, Ken Houston, Brad Dusek |
| 25. BURST | Eddie Brown, Gerard Williams |
| 26. PLAYING THE DEFENSE | Entire Team (Pat Fischer, Captain) |
| 27. HUSTLE | Diron Talbert, Dave Butz |
| 28. HIGH BALLS | Karl Lorch, Dennis Johnson |
| 29. FORCING | Joe Lavender, Brig Owens, Ken Houston |
| 30. STUDYING OFF FIELD | Harold McLinton, Ron McDole, Rusty Tillman |
| 31. HAVING A GOOD PRACTICE | Entire Team (Ron McDole, Captain) |

1. EAT GOOD FOOD AND GET PLENTY OF REST

2. DO NOT CLUTTER YOUR MIND WITH UNIMPORTANT THINGS

3. HAVE ENTHUSIASM

4. DO NOT HOLD GRUDGES ANY MORE

5. TAKE CARE OF YOUR OWN LIFE

6. NO ONE CAN BEAT THE REDS UNLESS WE BEAT OURSELVES

THINK WITH PRIDE

WORK WITH PRIDE

WRITE WITH PRIDE

THE WASHINGTON REDSKINS

SPECIAL TEAMS

1. EMPHASIZE THE KICKING GAME, FOR HERE IS WHERE THE BREAKS ARE MADE. MORE BREAKS OCCUR IN THIS AREA OF THE KICKING GAME THAN IN ANY OTHER. THOSE BREAKS ARE THE RESULT OF A TEAM OR PLAYER UNPREPARED FOR A SPECIFIC SITUATION.

2. THE SEVEN DON'TS OF THE KICKING GAME:

A. DON'T ALIGN WITH 10 OR 12 MEN ON THE FIELD.

B. DON'T BE OFFSIDES

C. DON'T ROUGH THE KICKER OR HOLDER

D. DON'T CLIP

E. DON'T BLOCK BELOW THE WAIST.

F. DON'T LET THE BALL HIT THE GROUND.

G. DON'T HANDLE A PUNT INSIDE THE 10 YD. LINE

SPECIAL TEAMS BY POSITION:

NEEDS:

- (2) RUSHMEN
- (3-4) LB'S
- (3) DEF. BACKS
- (2) OFF. LINE (CENTER)
- (1) QB (HOLDER)
- (2) P.C.'S
- (1-2) T.E.

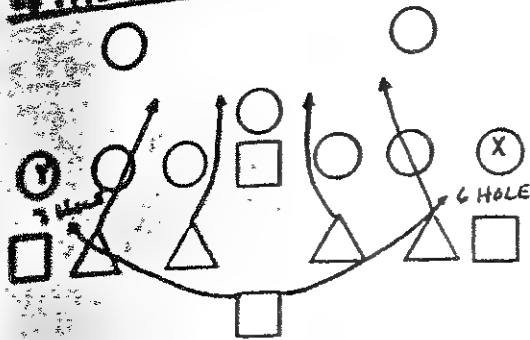
16 MAXIMUM

CAN GET BY:

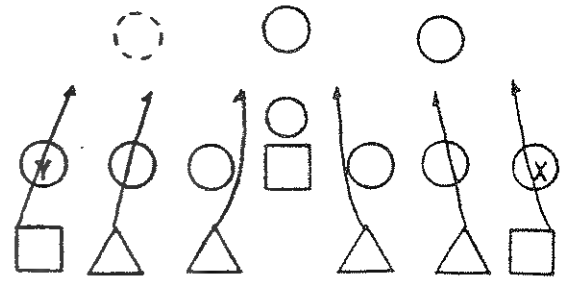
- (1) RUSHMAN
- (3) LB'S
- (2) DB'S
- (1) CENTER
- (1) QB
- (1) P.C.
- (1) T.E.

10 MINIMUM

61 TITE INSIDE



61 TITE

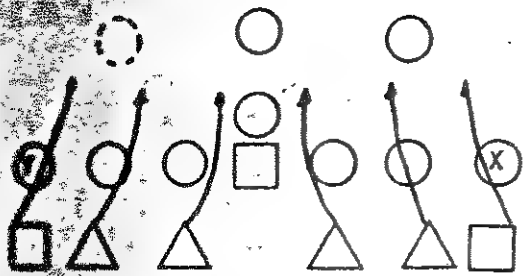


1B 2B
MAC = 4+5 HOLE

CAIN COV.
JILL 2ND BACK ST.

AUD = 61 CONNIE

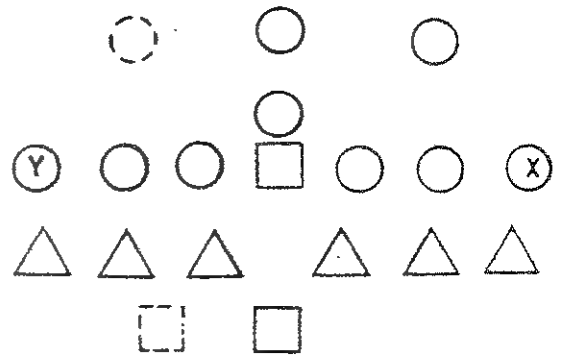
61 TITE INSIDE



1B 2B
MAC = WIDE 6+7 HOLE

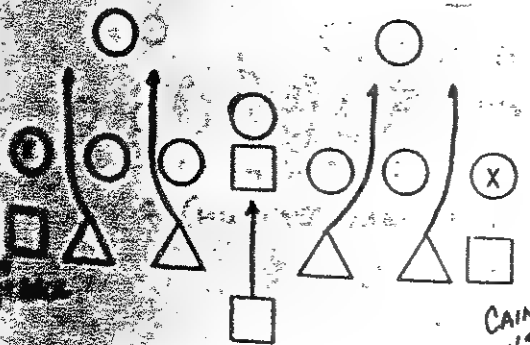
CAIN COV.
JILL 2ND BACK STRONG

61 TITE INSIDE JUMBO



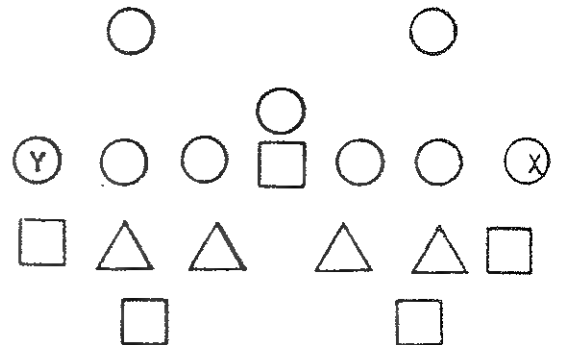
61 WIDE MAC HOLD

MAC = DON'T TAKE A SIDE

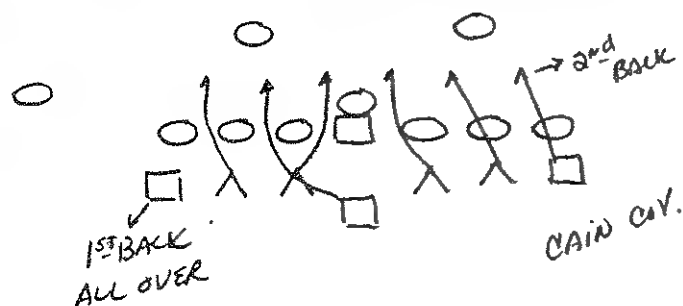


CAIN COV.
VS C- END

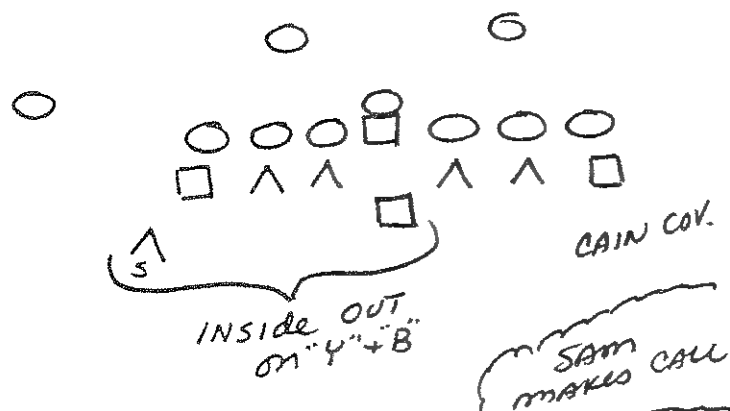
62 TITE INSIDE



46 TITE BLAST VS "C" END



61 TITE INSIDE CORA



CINCO DOGS FOR YEAR

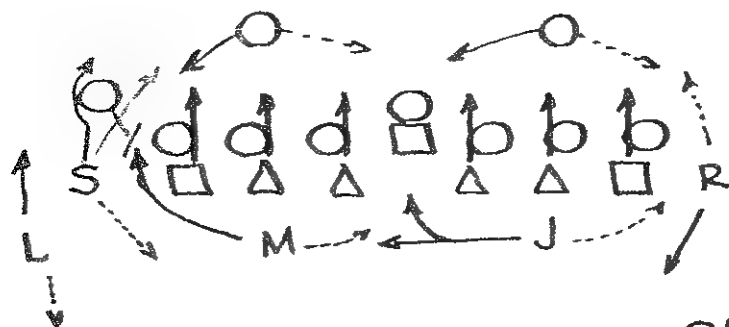
1. 45 STUB I (SOX)
2. 45 MAC I
3. 45 SKEEZIX (UP OR DOWN)
4. MINNY
5. SKINNY } 45
6. FELIX }
7. 49 BUCK I
8. 49 BOSTON
9. 49 BUSTER
10. BUCK I (MAC WEED)
11. AUD. 59

SHORT YDG & T.T. CHARGES

1. 46 TITE
2. 46 WIDE
3. TITE INSIDE
4. 45 WIDE SAM (BROWN)
5. 45 TITE JILL
6. 46 TITE SAM (KEY CAIN) BROWN
7. CONNIE
8. WILLIE
9. 45 WIDE MOLD
10. SUZIE
11. LES
12. ROD

GOAL LINE SPOTS: (RAMS-1978)

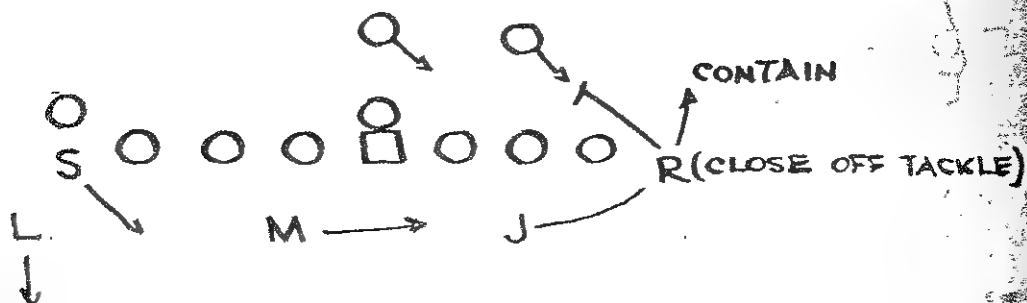
(RED)



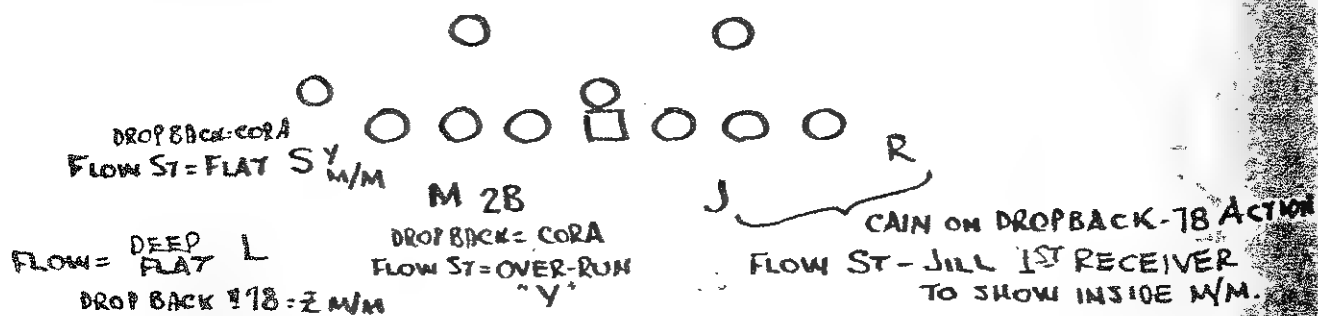
MAC - CAN MAKE "7" CALL TO STUB Z

GOAL LINE SPOTS: (RAMS-1978)

(BROWN)

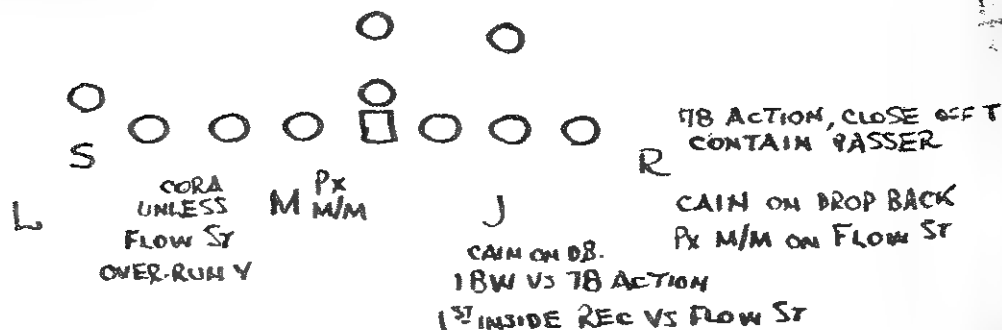


GL COVERAGE VS RED (RAMS-1978)



★ LOU & ROSE - TAKE ZOOM M/M

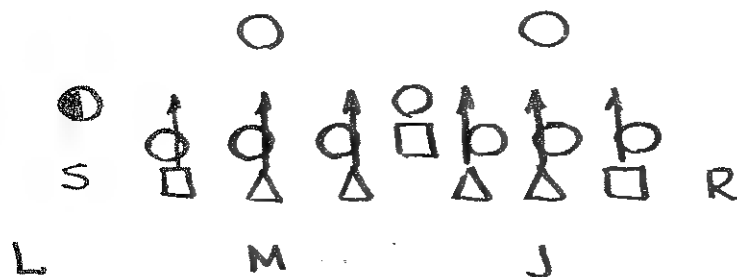
GL COVERAGE VS BROWN (RAMS-1978)



GL COVERAGE (FROM LAST PAGE - RAMS 1978)

GL COVERAGE CAN BE USED WITH ANY 61 DEFENSE

[LOW OR ROSE RUN WITH ZOOM]



SAM - KEY WING THEN PULLING LINEMEN.

LINE UP ON O/S EYE OF FLANKER - DON'T BE HOOKED. FREDDIE FORCE.

a) DROP BACK PASS = AUTOMATIC CORA

b) FLOW ST. PASS = AUTOMATIC COMBO WITH JILL.

THINK & REACT TO FLAT ON EVERY-
THING BUT T8 ACTION, THEN YOU
HAVE Y M/M.

MAC - FLOW ST (RUN) - FILL 6 HOLE INSIDE SAM.

FLOW WK (RUN) - DON'T OVERRUN BALL. CLEANUP
TACKLER.

DROP BACK PASS - CORA IS AUTOMATIC

FLOW ST (PASS) - OVER-RUN TE AND COVER HIM TO THE
CORNER. IF HE DOESN'T RUN CORNER,
PULL UP AND ZONE WIDE HOOK AREA.

FLOW WK (PASS) - LOOK FOR Y SNEAK OR ANY DELAY.
IF NONE, KEEP COMING TO THE INSIDE
RECEIVER TO WEAKSIDE.

TOUGH TERRITORY RULES (RAMS 1978)

POSITION OF SAM & LOU VS WING:

1. SAM

A) KEY - OUTSIDE SHOULDER OF "Y", ON THE LINE OF SCRIMMAGE.

B) COMBO - OUTSIDE SHOULDER OF WING, ON THE LINE OF SCRIMMAGE.

2. LOU

A) KEY & COMBO - OUTSIDE SHOULDER OF WING, 1 TO 1 1/2 YARDS OFF THE LINE OF SCRIMMAGE.

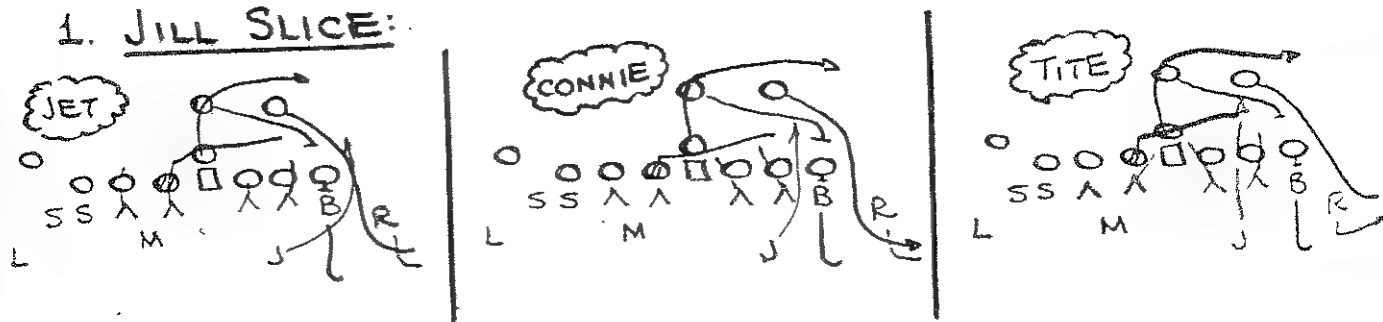
POSITION OF STUB VS WING:

1. KEY - HEAD ON "Y", PENETRATING

2. COMBO - SHADING OUTSIDE. PENETRATING (LIKE A STUB I).

COUNTERS FOR ROLL OUTS - S.Y. & T.T (RAMS 1978)

1. JILL SLICE:



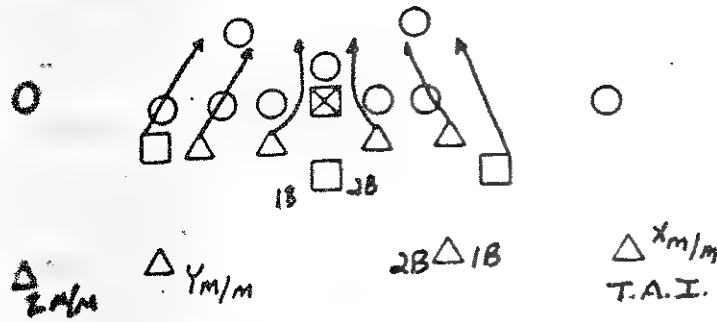
2. KEY BUCK I

3. 46 TITE - SAM & ROSE GO

4. SHIFT TO 54 GO KEY CAIN BUCK I

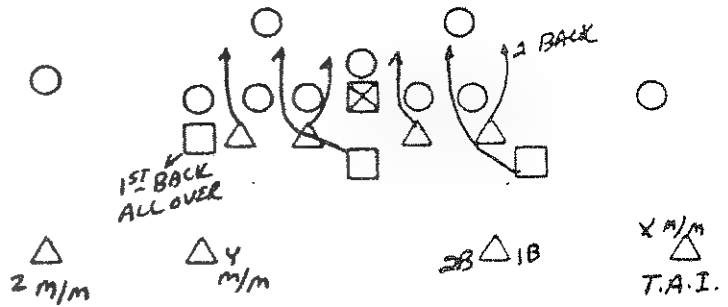
5. TITE 20 (TEX. IOWA)

46 TITE 2 D



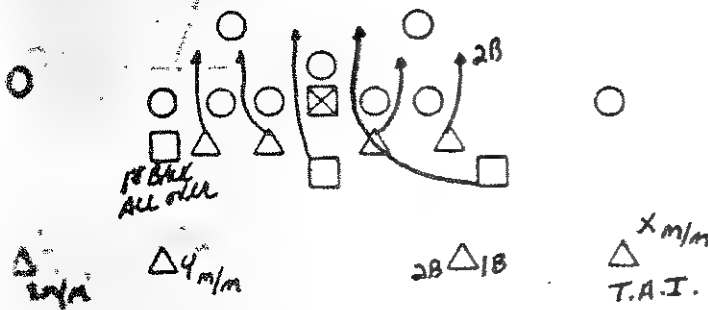
46 TITE BLAST

AUD = 42

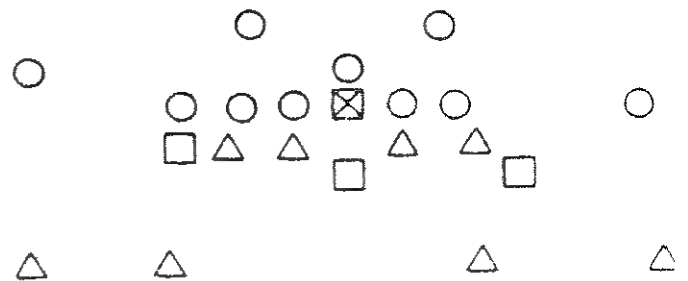


46 WIDE BLOW

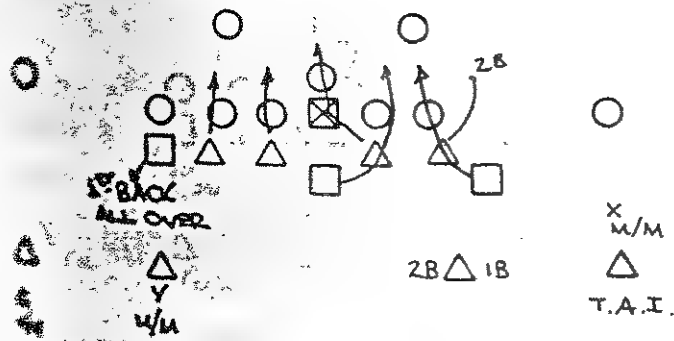
AUD = SHOW



46 WIDE BLOW XX



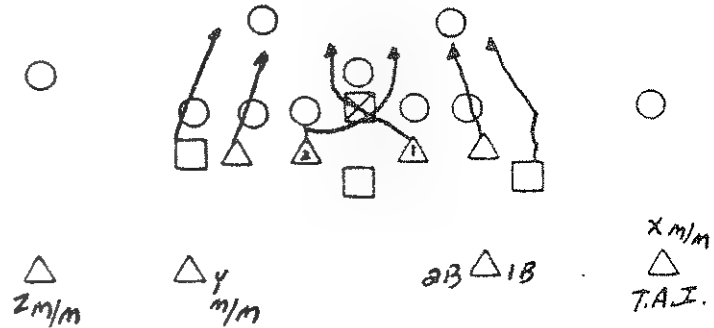
WEAK 46 STRONG BLOT



46 2 D ISAACS

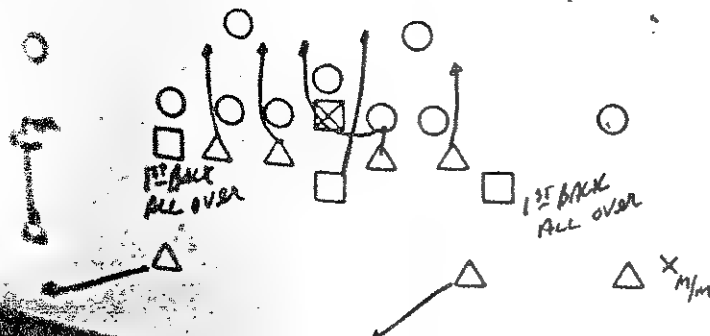
AUD = IOWA

E³ CONTROL TACKLES



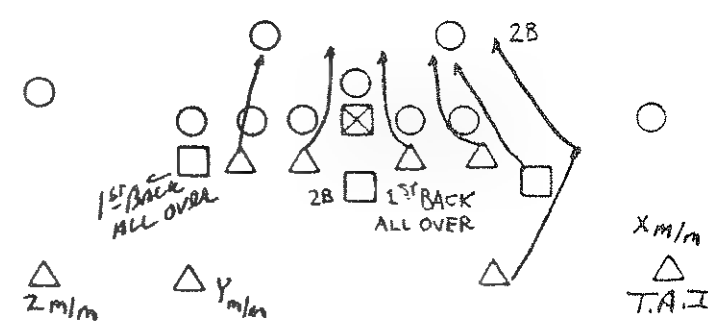
46 TEEZIX & CHANGE

STRONG ZONE COVERAGE

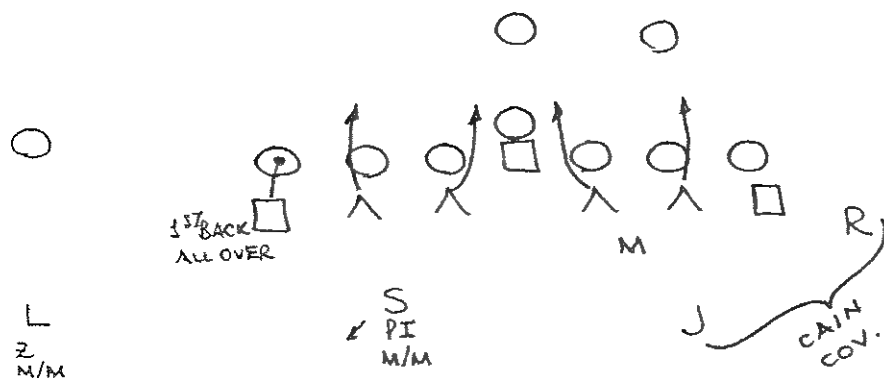


46 TITE LIGHTNING

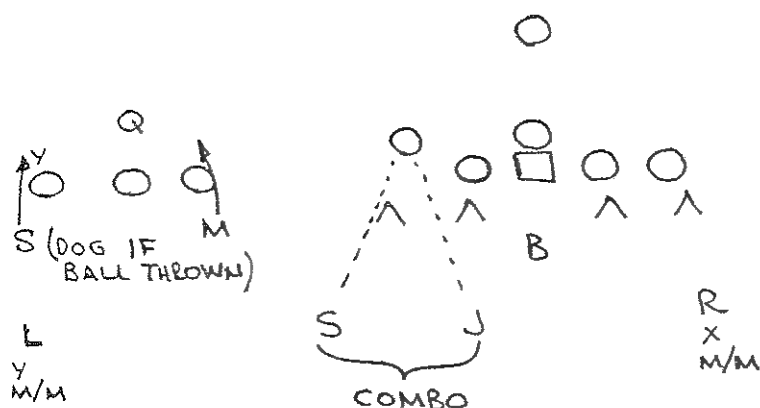
BUCK = TAKE INSIDE



46 TITE SAM KEY CAIN:



40 SPECIAL - DUAL QB



A collection of various geometric shapes including circles, squares, and triangles, some of which are marked with an 'X' or a dot.

\triangle
 Zm/m

\triangle
 Ym/m

$2B \triangle 1B$

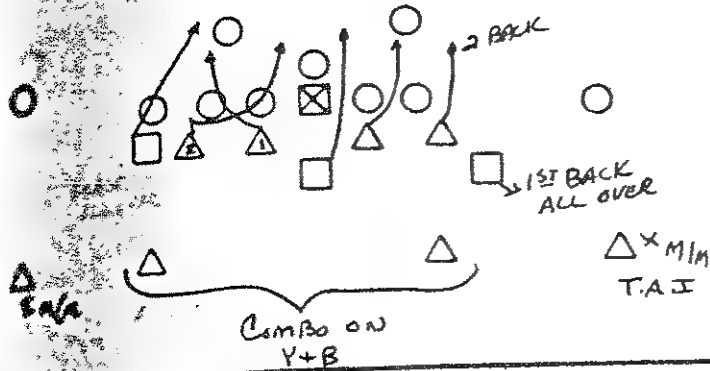
Xm/m
 \triangle
 $T.A.I.$

Diagram illustrating a sequence of moves in a game, likely a variation of the 3-disk Tower of Hanoi problem. The diagram shows a sequence of states represented by symbols: a square, a triangle, a circle, a square with an 'X', a circle, a triangle, a square, and a circle. Arrows indicate the sequence of moves between these states. Below the diagram, the sequence of moves is labeled: $2 \rightarrow 1$, $1 \rightarrow 2$, $2 \rightarrow 1$, $1 \rightarrow 2$, $2 \rightarrow 1$, $1 \rightarrow 2$, $2 \rightarrow 1$, $1 \rightarrow 2$. The final state is labeled $2 \rightarrow 1$.

A collection of geometric shapes including circles, squares, and triangles, some of which are filled or have internal patterns.

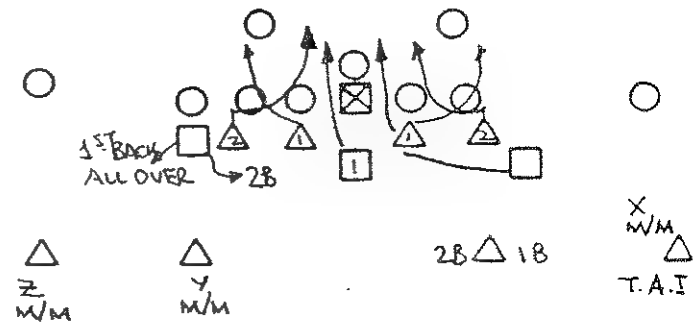
46 WIDE SHACK

AUD = SMACK



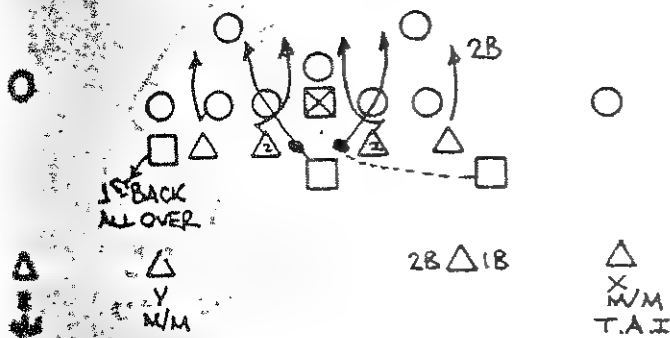
(PASSING DOG)
46 WIDE BLOW TEX

CAN RUN FROM
44 ALSO

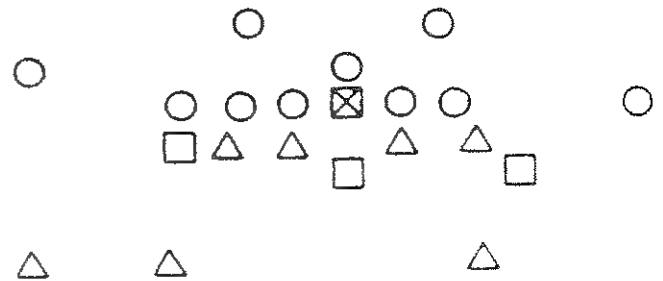


46 WIDE BLOW DOUBLE SKEEZIX

AUD = UTAH

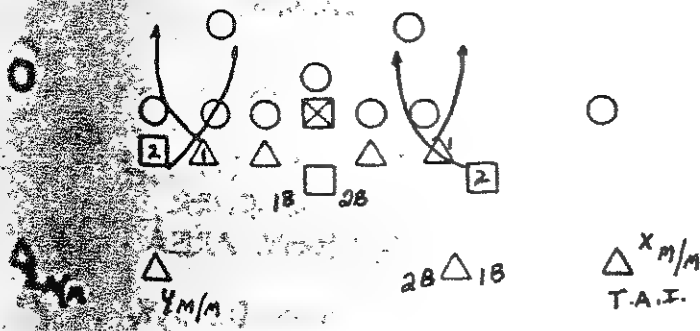


46 WIDE TEX BUCK 1



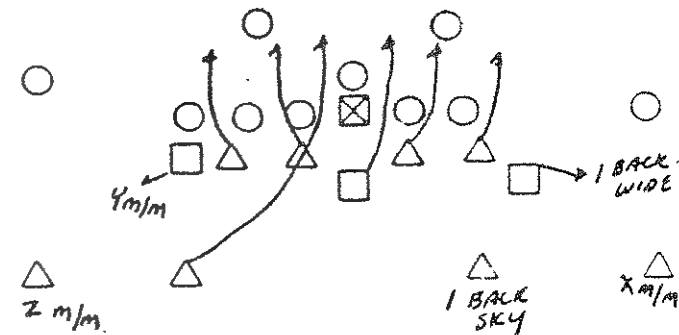
46 BOX & BOX CHANGE

AUD = GG



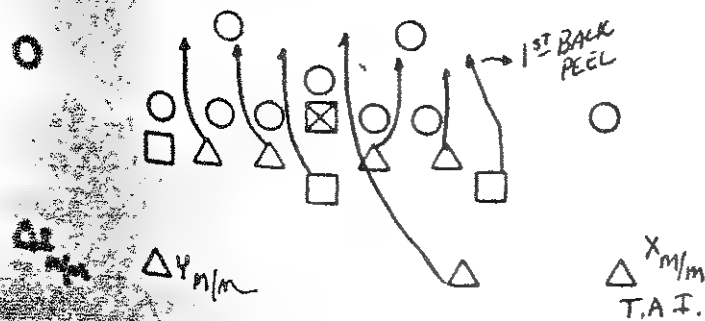
46 WIDE THUNDER SAM

THUNDER SAM



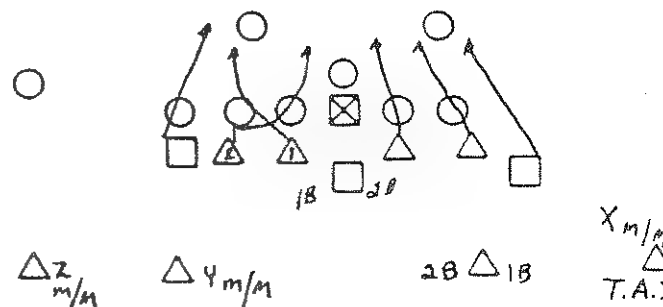
46 WIDE THUNDER BUCK 1

THUNDER JILL



LEESBURG

AUD =
LEESBURG

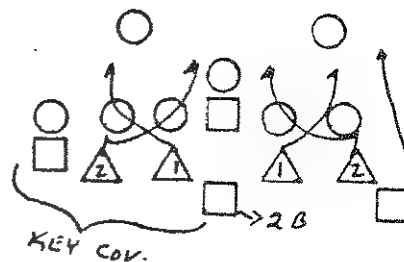
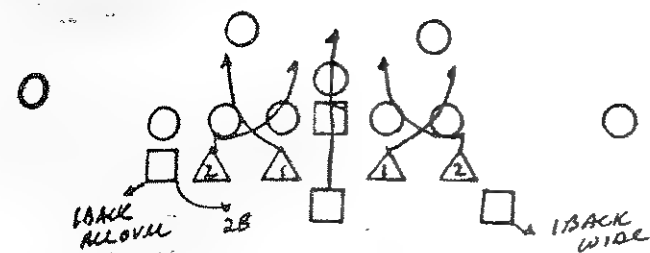


46 TEX MAC I

AUD=MINNY

46 TEX BUCK I

AUD=BUSTER



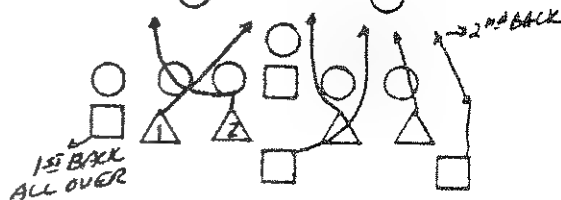
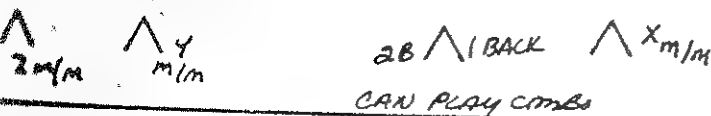
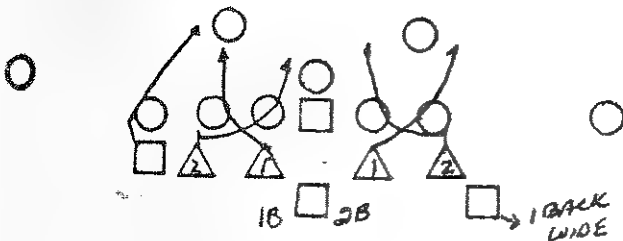
46 TEX STUB I

AUD=SKINNY

46 WEAK TITE BLAST

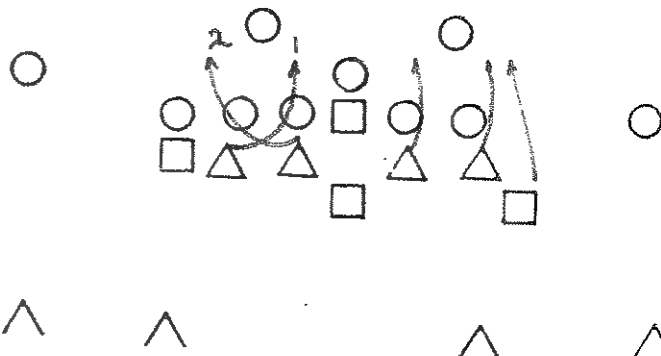
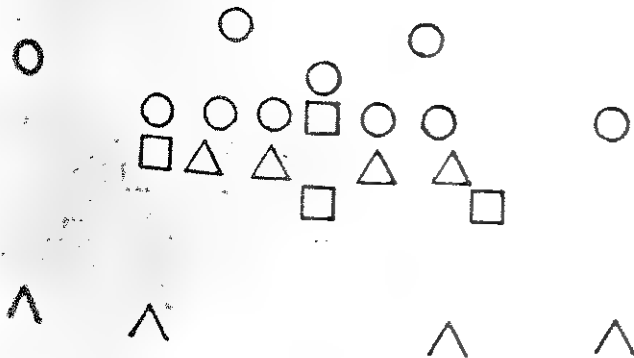
AUD=21

(RUN DOG)



46 ISAACS WOLFGANG

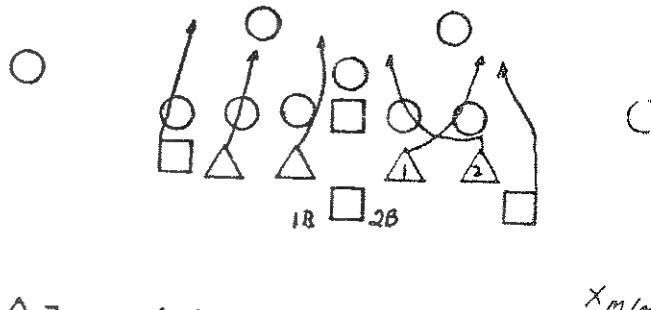
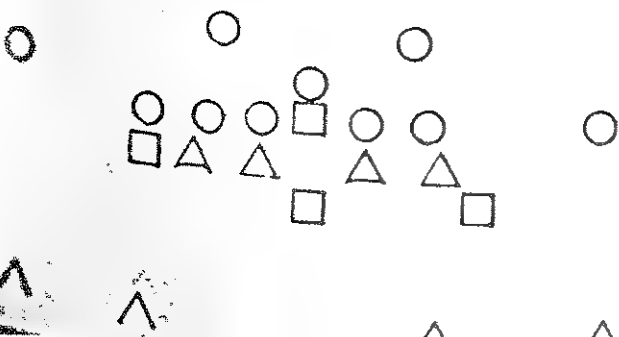
46 REX (LEX) BUCK I



46 WIDE 2 D

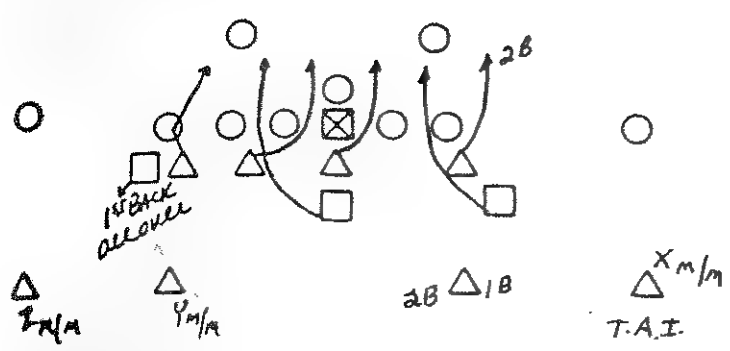
RICHMOND

AUD=RICHMOND

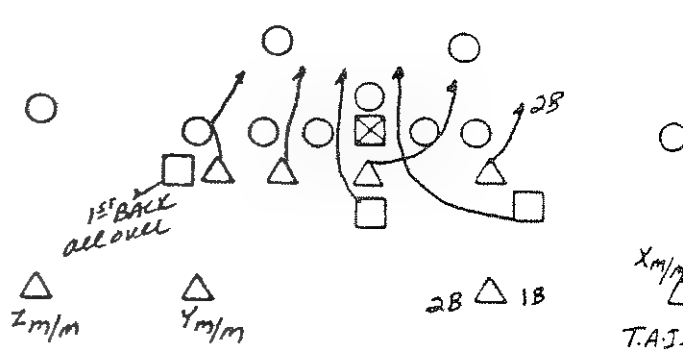


REDSKIN'S RED DOGS

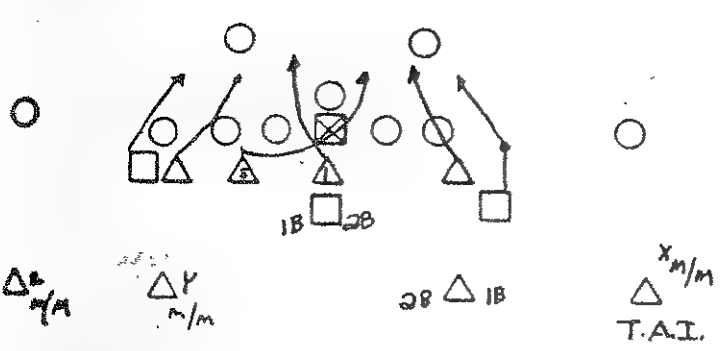
56 TITE BLAST



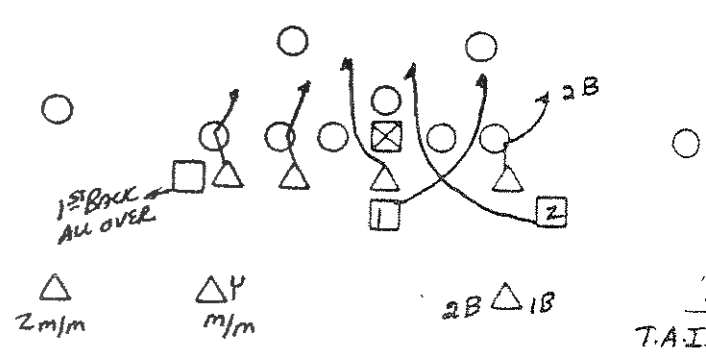
56 WIDE BLOW



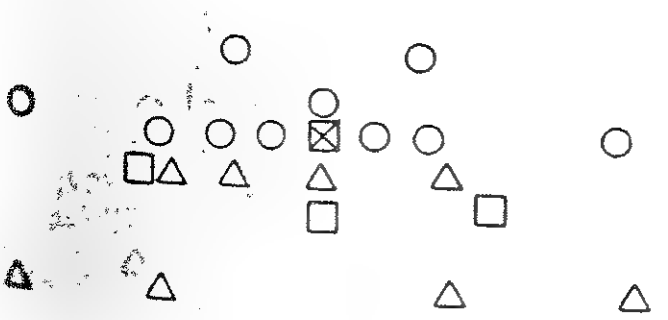
ISX-2D
56 CHACK



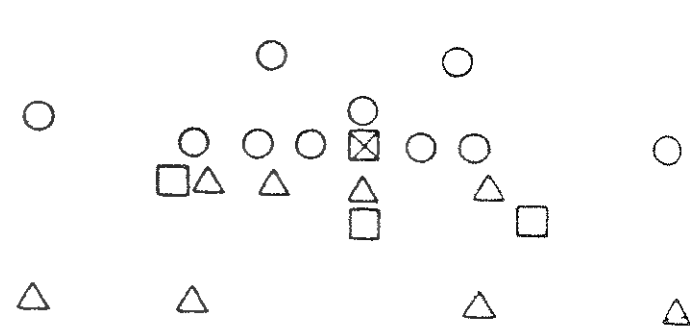
56 SPECIAL



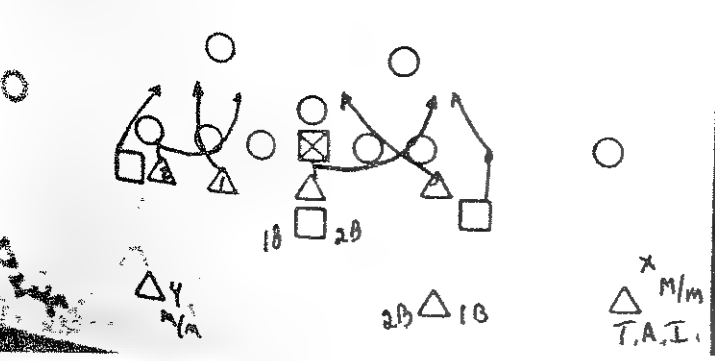
56 SPECIAL 3 D



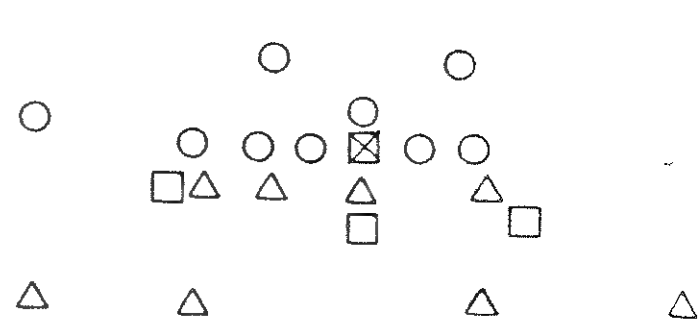
56 TITE THUNDER



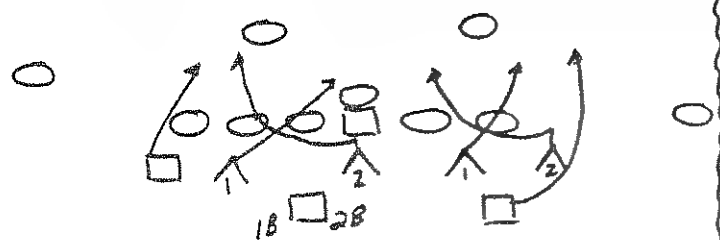
TEX 2D
56 2 D's COP



56 2 D



54 Tex 2-D

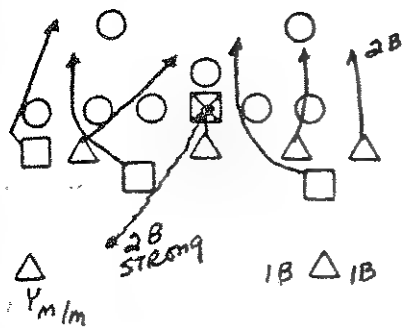


Dog COVERAGE

REDSKIN'S RED DOGS

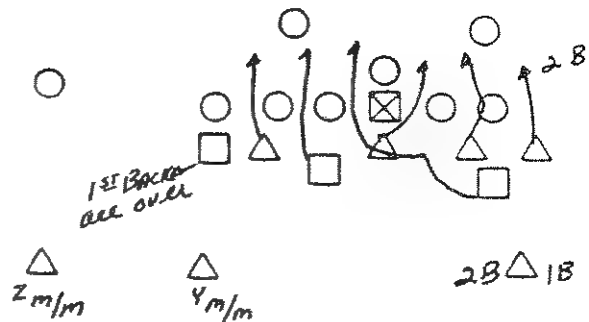
3 D S I COP

Nose MAN DRAW
BLOCK



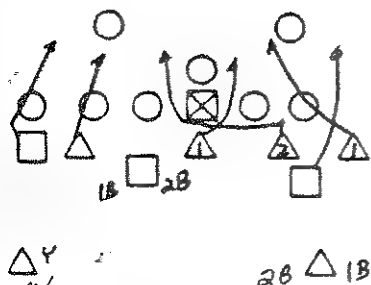
X m/m
T.A.I.

STRONG TITE BLAST
54 TITE SPECIAL



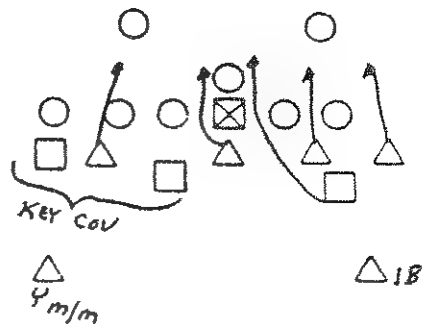
X m/m
T.A.I.

ISX 20
54 MAC T



X m/m
T.A.I.

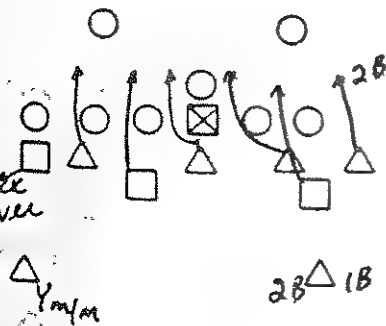
54 BUCK 1



X m/m
T.A.I.

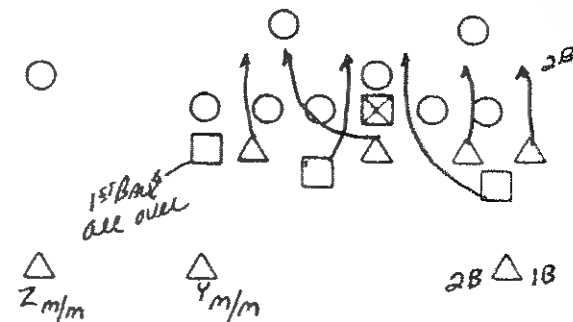
54 TITE BLAST

AUD = 42 (RUN DOG)



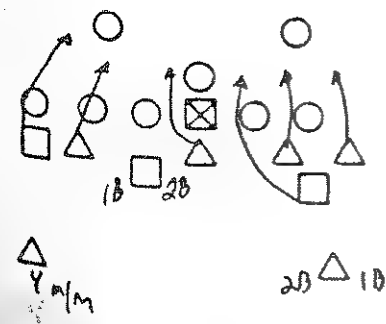
X m/m
T.A.I.

54 WIDE BLOW



X m/m
T.A.I.

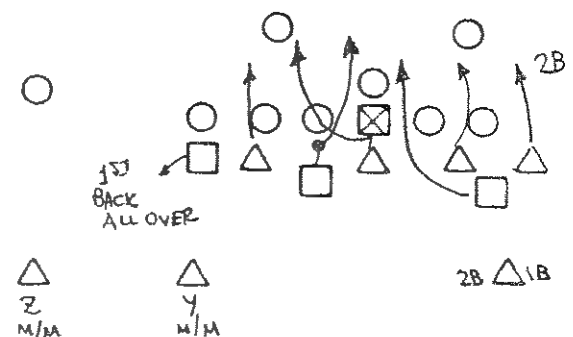
2 DOG



X m/m
T.A.I.

SKEEZIX
54 MOB

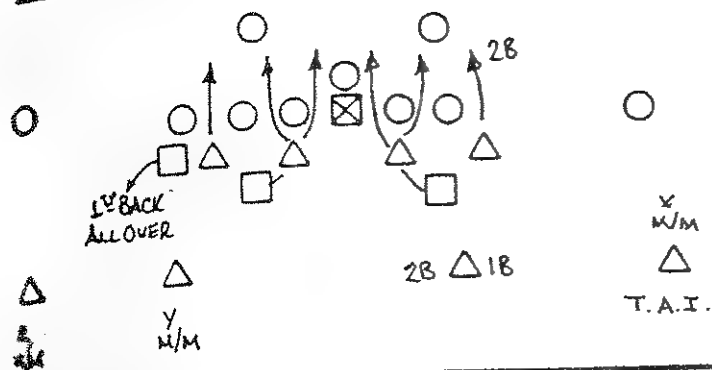
MAC GET DOWN AT LAST
SECOND.



X m/m
T.A.I.

REDSKIN'S RED DOGS

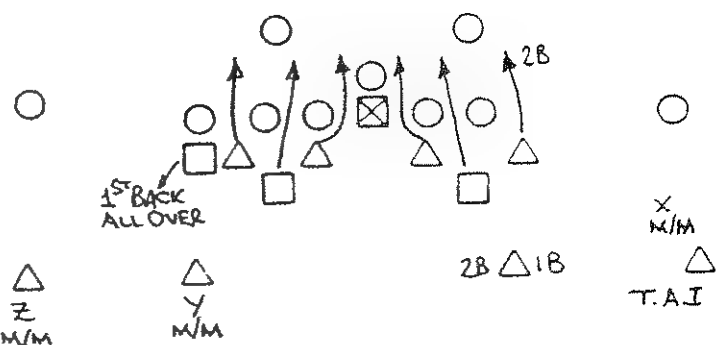
44 WIDE BLOW



CAN RUN TOBY

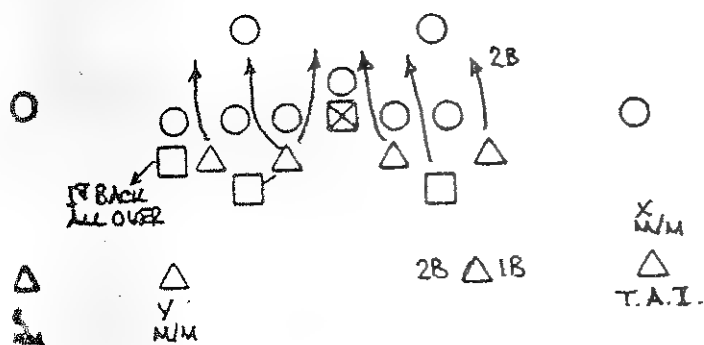
AUD = 42

44 TITE BLAST



44 STRONG BLOT

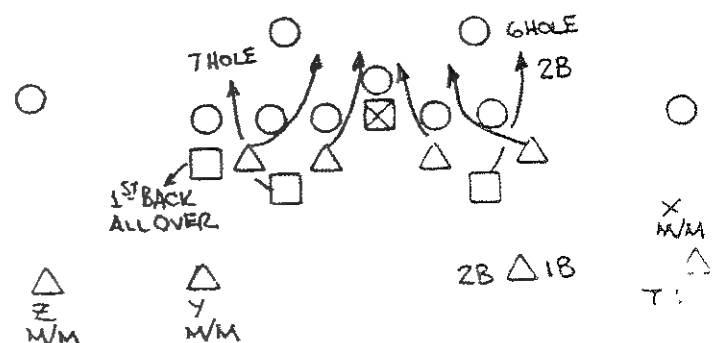
AUD = BLOT



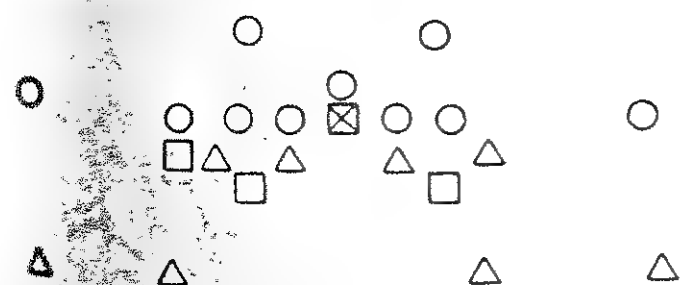
RUN DOG

AUD = BLAST

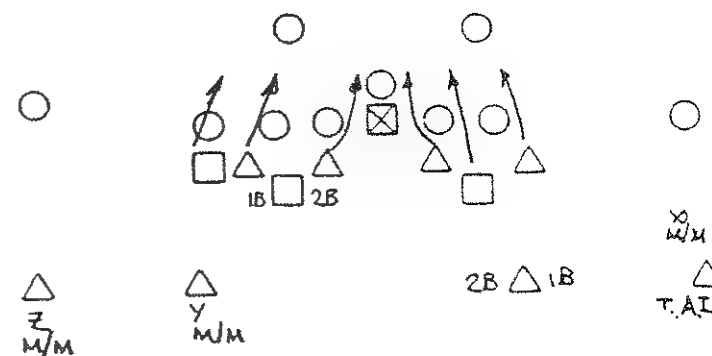
44 TITE INSIDE BLAST



44 TITE 3 D (0's COP)

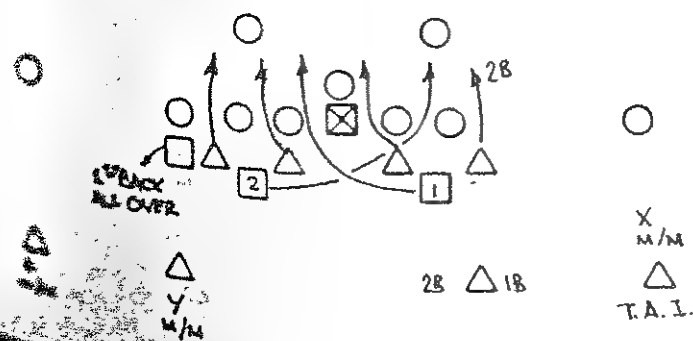


44 TITE 2 D



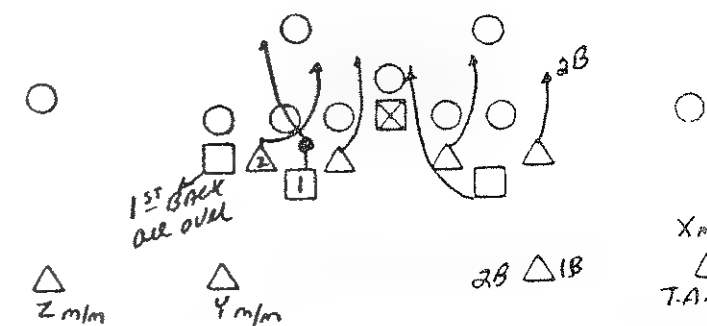
BLOT

44 WIDE BLOW XX



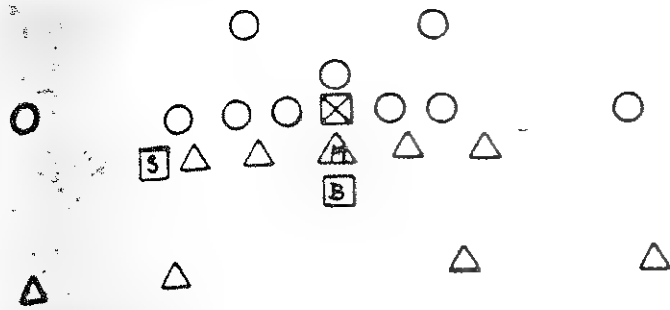
PASS RUN DOG

44 SKEEZIX LON BUCK 1

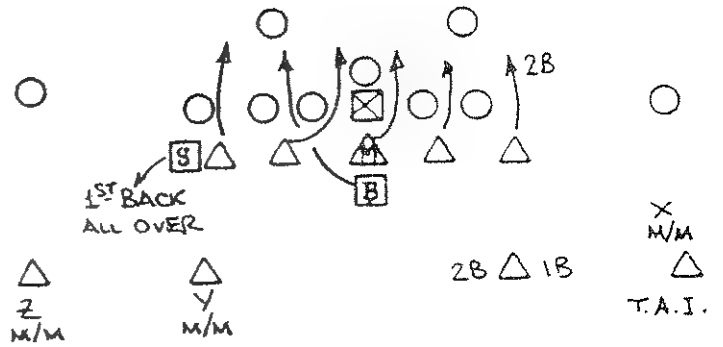


REDSKIN'S RED DOGS

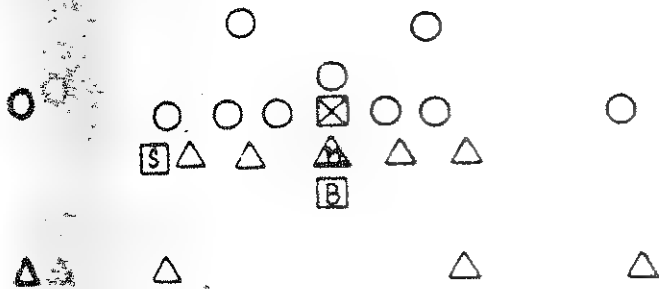
51 WIDE SMACK (LEX)



51 SPECIAL LIN RIC

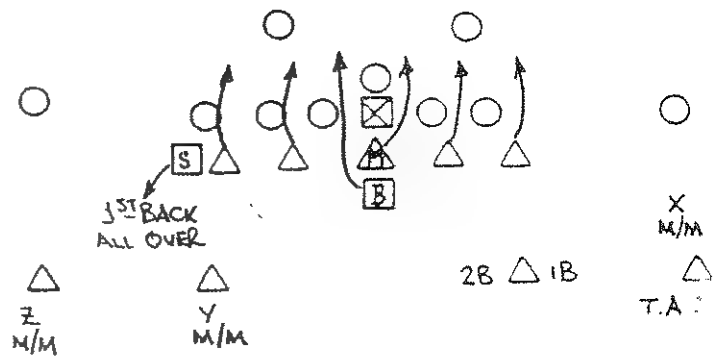


51 3 D



51 MICKEY

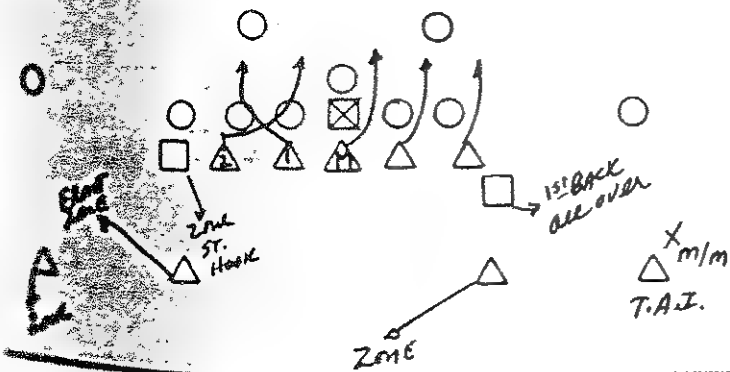
AUD = MICKEY



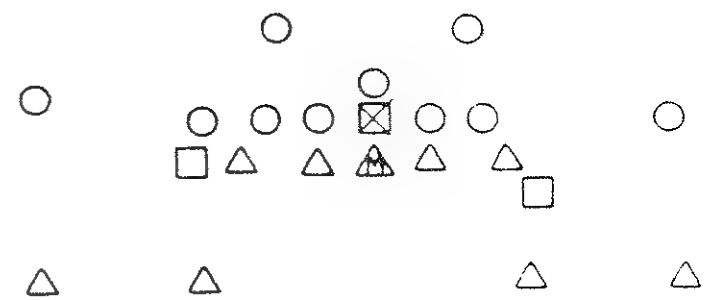
50 LEX (REX)

AUD = FELIX

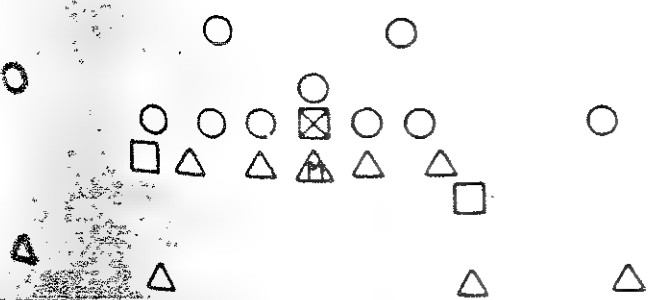
PASSING DOG



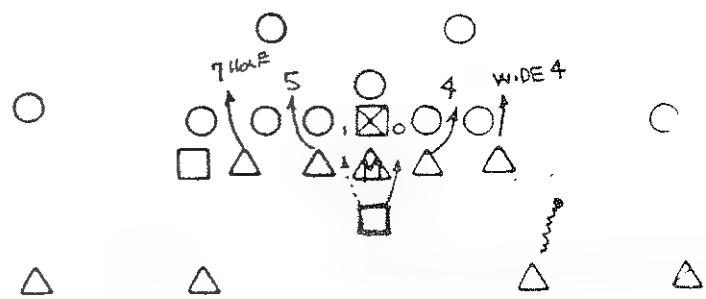
50 ISAACS LIN (RIC)



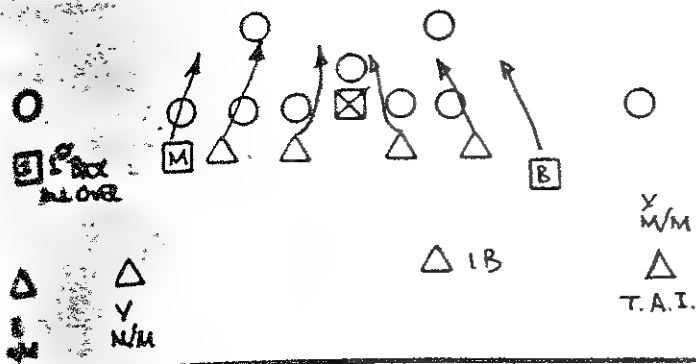
50 MICKEY



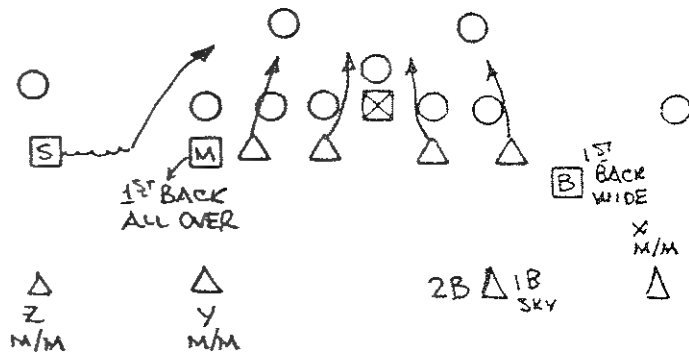
51 SPOTS



40 TITE 2 DOG

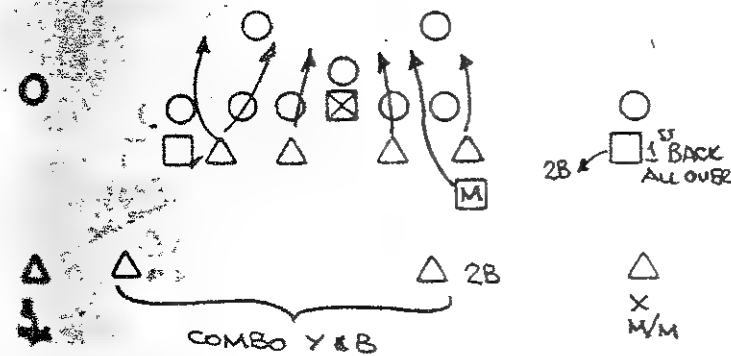


40 TITE STUB DOG

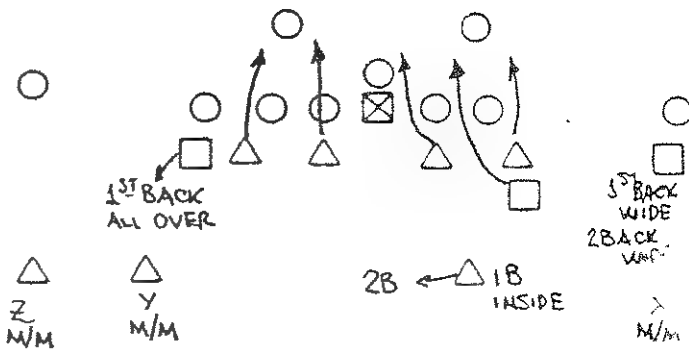


40 WEAK STUB MAC

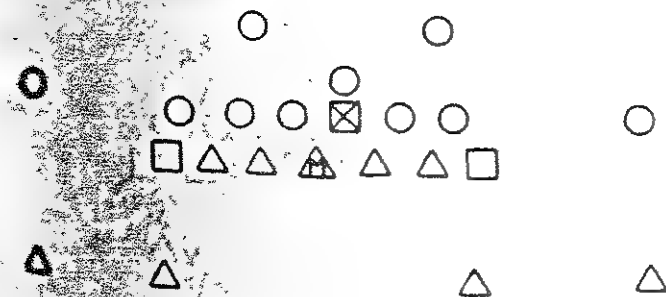
CAN RUN OX & SOX
OR NOT AN OX & SOX



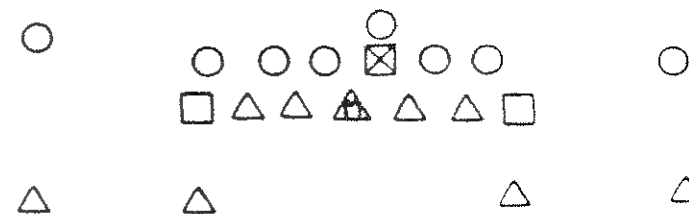
40 WEAK MAC C



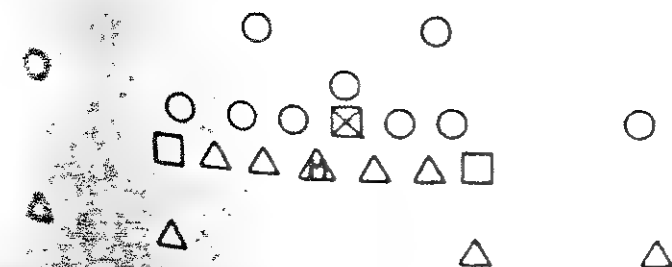
80 GAP HIKE 2 D



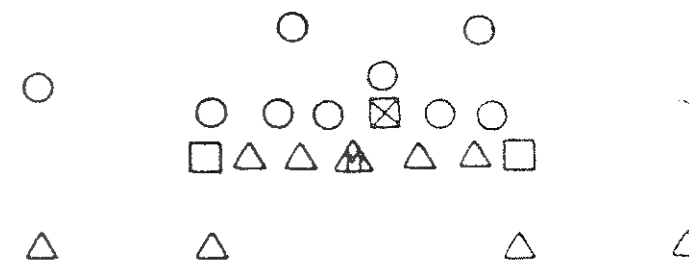
80 GAP STRONG BACK



80 GAP 3 D WIG HAL

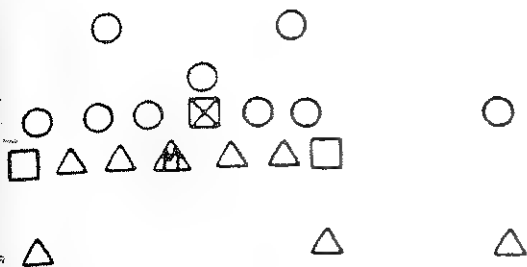


80 GAP MIKE BUCK I

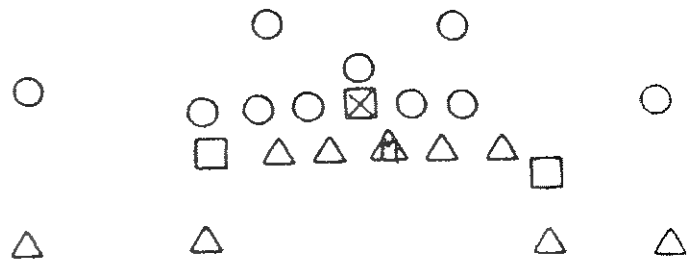


REDSKIN'S RED DOGS

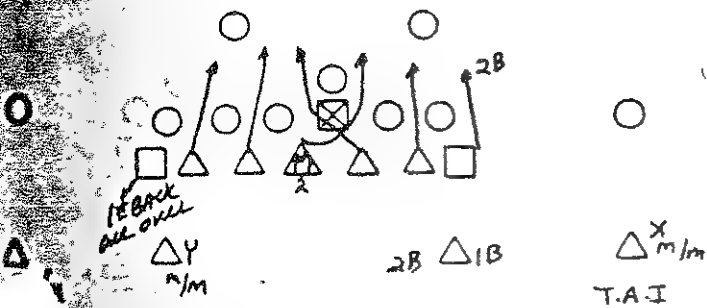
1P STRONG SMACK



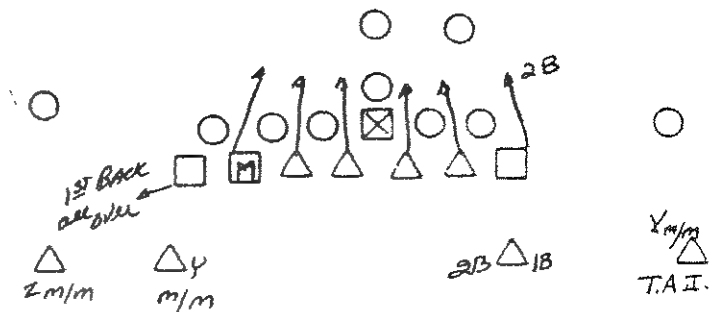
80 GAP WEAK 3 D



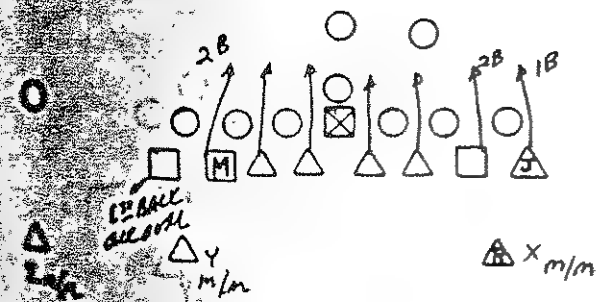
80 GAP ISAACS



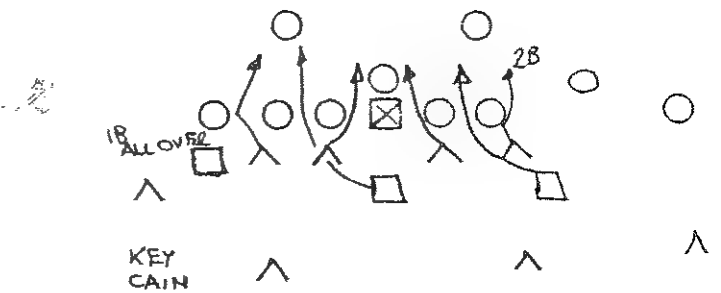
80 GAP MAC



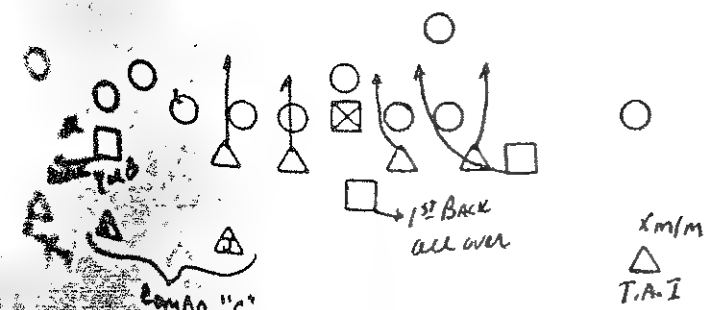
80 GAP JILL



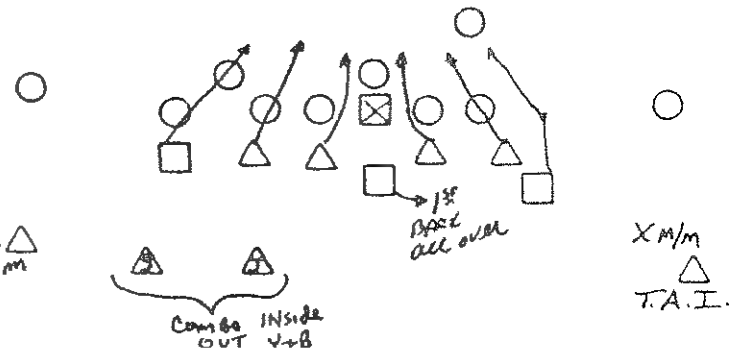
AUD = 44



46 TRIO BUCK DOG



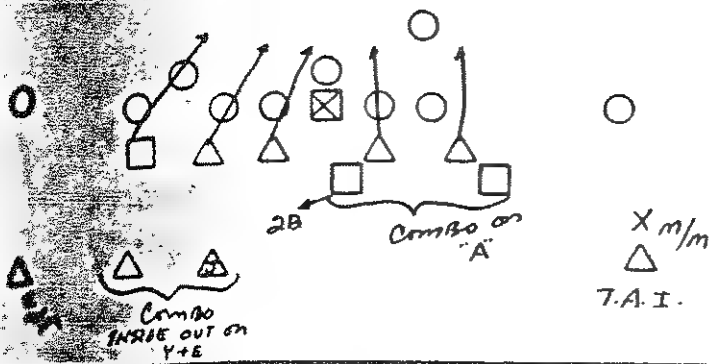
46 TRIO MAC DOG



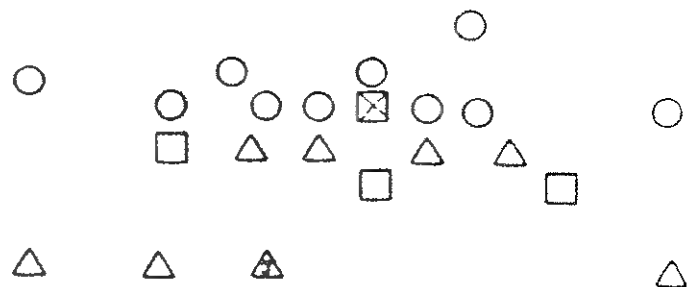
REDSKIN'S RED DOGS

CAN RUN SOX

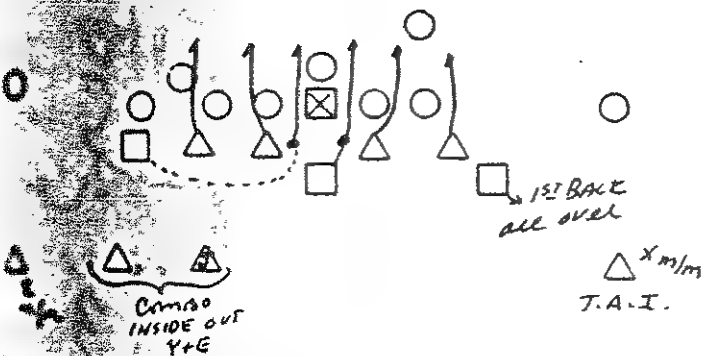
46 TRIO STUB DOG



46 TRIO TITE (WIDE) SHACK

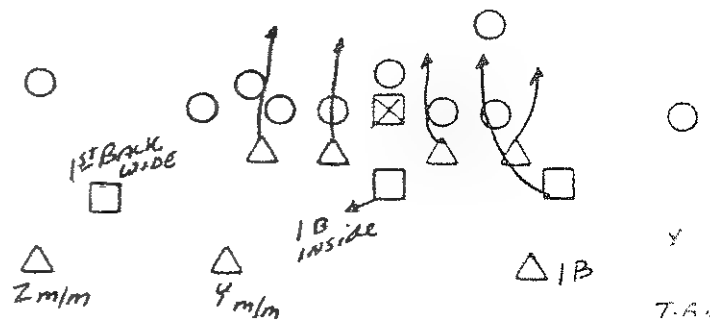


46 TRIO SHOW SHACK



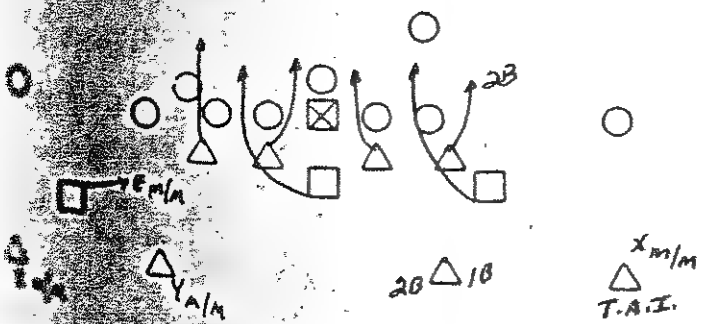
WASH - BUCK 1

46 DUCE BUCK 1

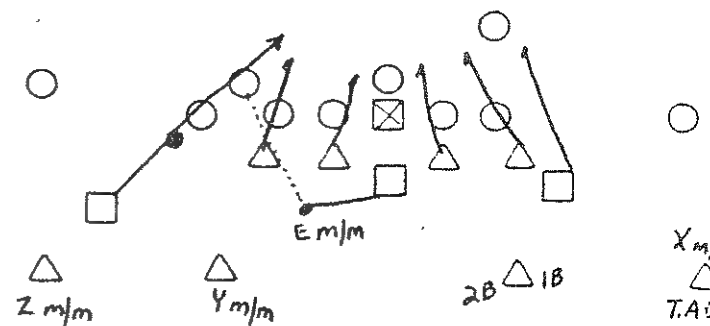


46 DUCE TITE BLAST

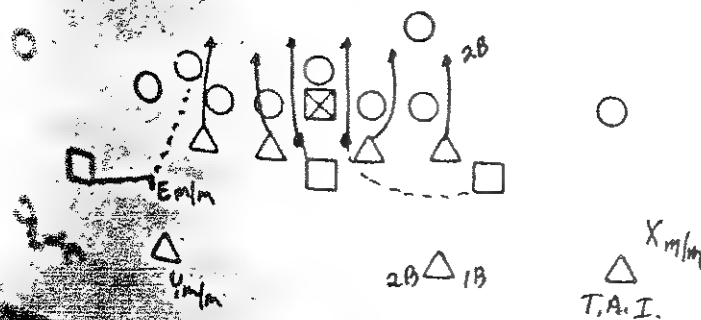
(CAN RUN TOBY)



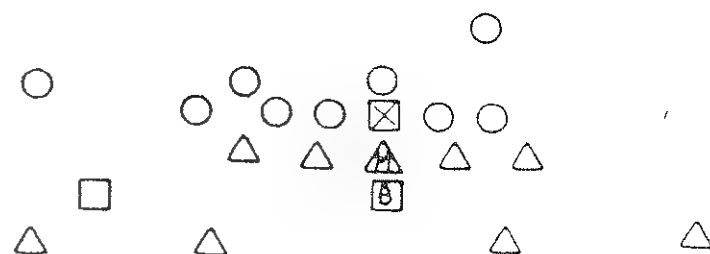
46 DUCE 2 D



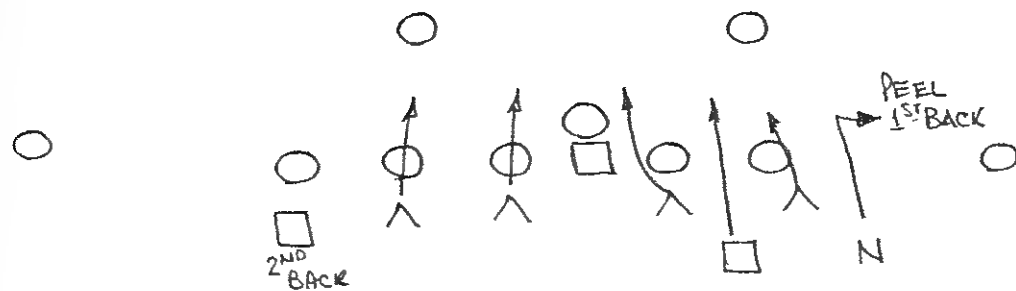
46 DUCE SHOW



51 DUCE MICKEY



NICKLE BUCK I KEY:

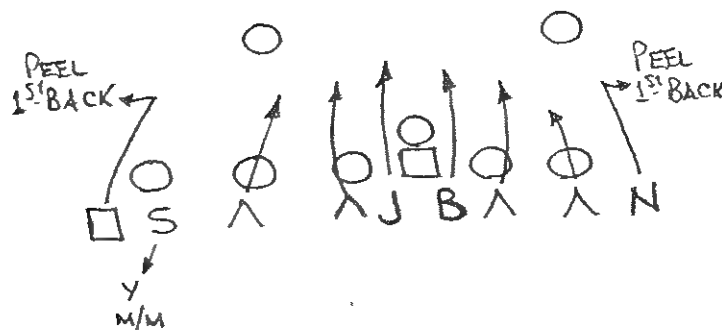


C
Z
WM

S J
COMBO

C
X
M/M
T.A.I.

NICKLE SHOW LIGHTNING:

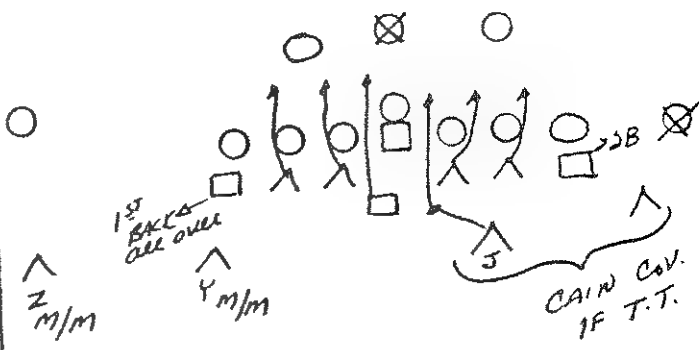


C
Z
M/M
T.A.I

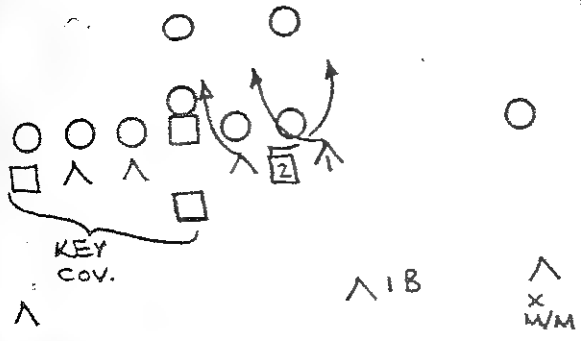
C
X
M/M
T.A.I.

46 WIDE MOLD JILL VS RED

T.T= KEY
S.Y= 45

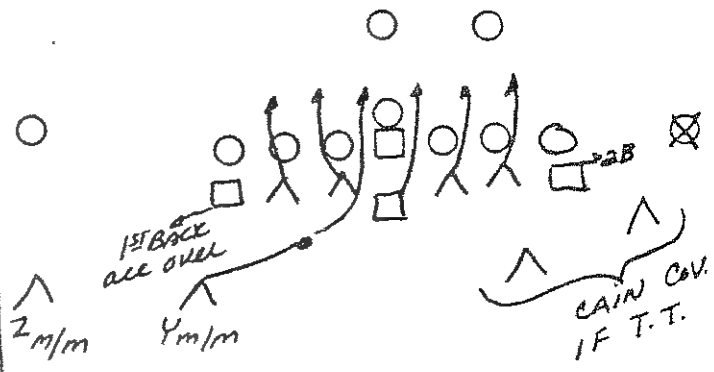


46 WASH CHANGE

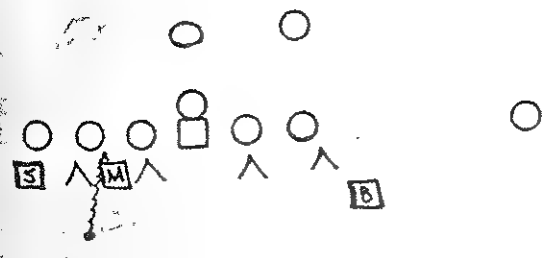


46 WIDE MOLD SAM VS BROWN

T.T= KEY
S.Y= 45



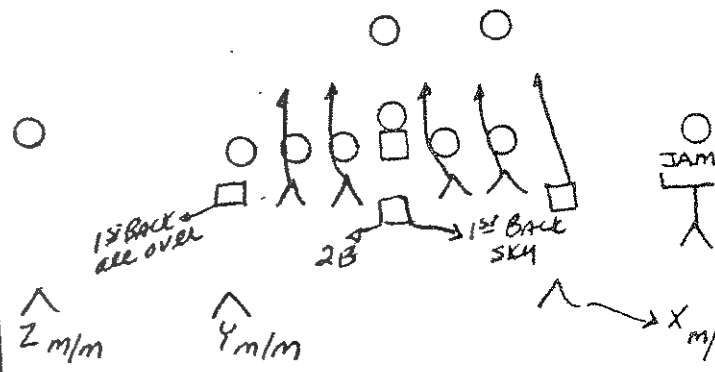
STASH



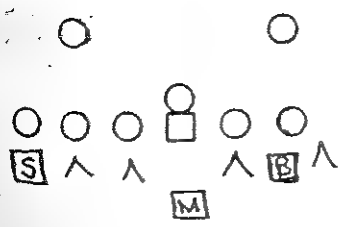
MAC=DOWN IN 3-PT STANCE. DRAW BLOCK

46 WIDE BUCK I

{ PREFER VS I }

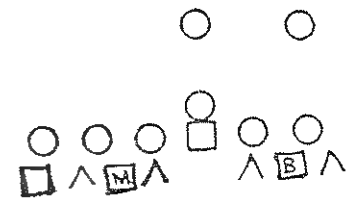


WASH



BUCK=DOWN IN 3-PT STANCE. DRAW BLOCK OF TACKLE.

DASH



MAC & BUCK=DOWN IN 3PT STANCE. DRAW BLOCK OF TACKLE

DEFINE STRENGTH WITH 3 POS

1. ALL REGULAR SETS ARE SAME WHEN POS ARE IN THE BACKFIELD.
 2. MUST MAKE 2ND CALL IF THEY SHIFT.
 3. SLOT = STRONG SIDE
-

WINDOW DRESSING CALLS:

1. WASH
 2. DASH
 3. STASH
 4. MIKE
 5. SWOOP & STAB
 6. SHOW & SID
 7. STOWAWAY & WALKAWAY
 8. RAM - HORN - BO - STING
 9. 51 MIKE
-

HOW TO EXPEND TIME ON DEFENSE:

1. GET UP SLOWLY FROM PILE.
2. DON'T LET RUNNER GET OUT OF BOUNDS.
3. DON'T LET RECEIVER GET OUT OF BOUNDS.
4. RUSHMEN TAKE TIME GETTING BACK TO LINE AFTER COMPLETION.
5. REFUSE PENALTIES (IF TACTICAL) TO KEEP CLOCK RUNNING.
6. IF "TIME OUT" IS NEEDED, WAIT UNTIL BALL IS DEAD.
7. DON'T CALL "TIME OUT" IF CLOCK IS RUNNING.
8. KNOW OPPONENTS "TIME OUTS" AND THE TIME REMAINING IN THE GAME (ASK OFFICIAL).

**COVERAGES
AND
BUZZES**

THE WASHINGTON REDSKINS

1. Anytime STUB has 1st BACK ALL OVER - SAM TAKE THE STRAIGHT.
 - a) IF Key, Weed or STEELER COV. IS CALLED (MAC Arming STRONG), Y RUNS STRAIGHT STUB TAKE him and SAM GOES "CUT"
2. PACKER ONLY APPLIES to 47 PACKER
3. SUMMARY OF ALL 2D'S
 - a) VS SLOT = ALL FORMATIONS = Key, EXCEPT BLUE. BLUE = Combo
 - b) VS REG. FORMATIONS = ALL FORMATIONS = Key, EXCEPT, I AND BLUE = Combo
 - c) VS 3 Left or Right = Combo

LOUIE CALL:

STALL FORMATION = 45 STRONG ZONE
STORR FORMATION = 46 JET WEED (LOU)

ROSY CALL:

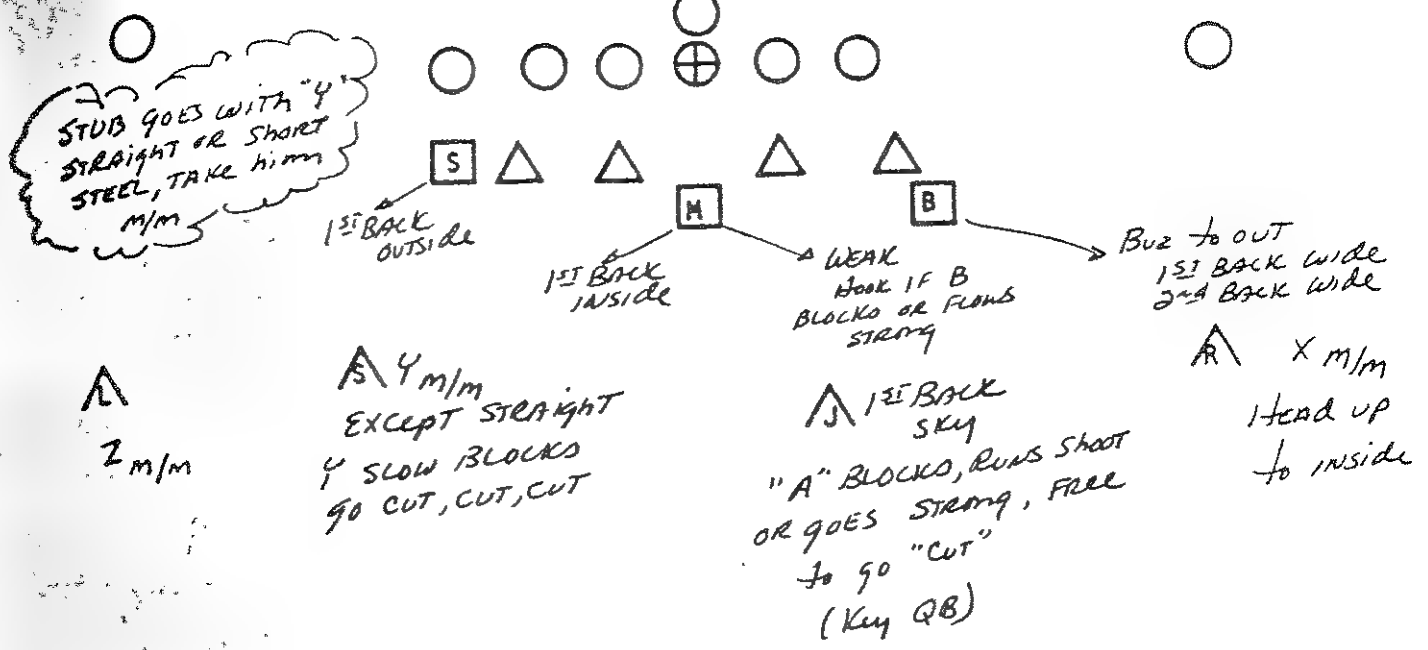
STORR FORMATION = 45 STRONG ZONE
STALL FORMATION = 46 JET WEED (ROSE)

WHEN DOES STUB ENGAGE Y ?

1. WHEN HIS COVERAGE DOES NOT COME.
2. ANY "Y" SLOW BLOCK WITH A FORM OF KEY COV.

WHEN DOES BUCK ENGAGE X ?

1. WHEN HIS COVERAGE DOES NOT COME.
2. ANY "X" SLOW BLOCKING
3. ANY FORM OF KEY COVERAGE.



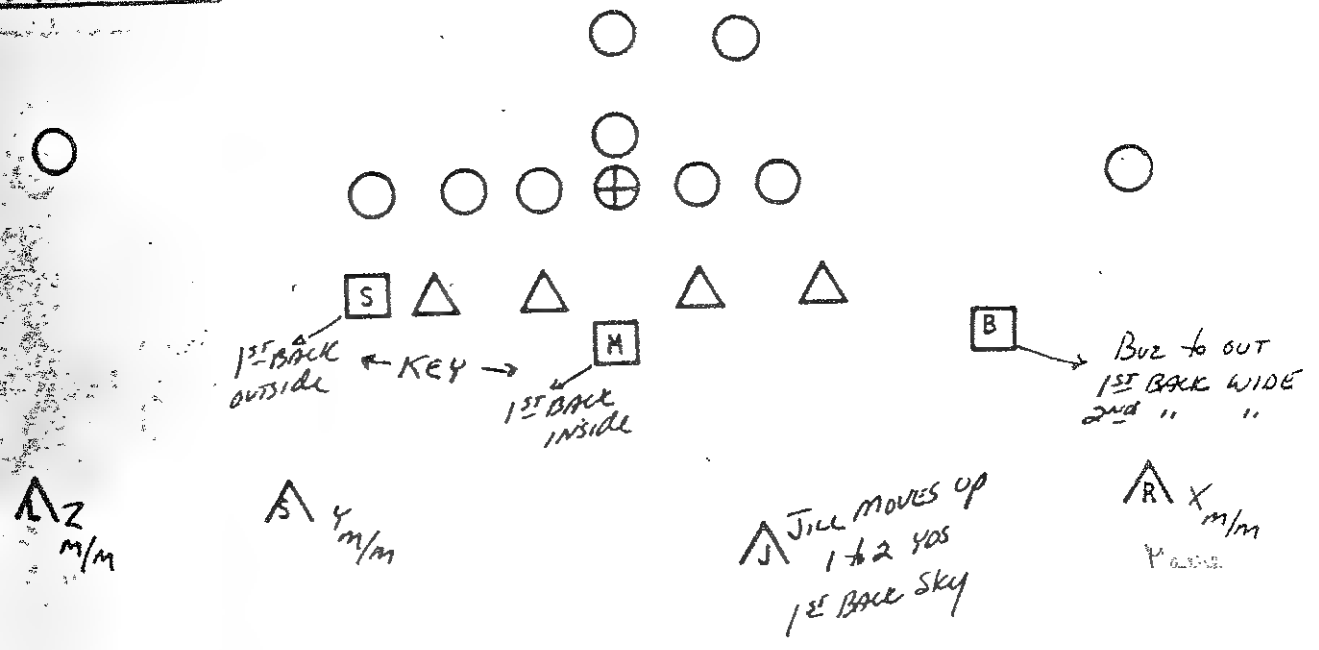
FLOW STRONG JILL LOOK to help MAC DEEP

MAC Key A+B BACK

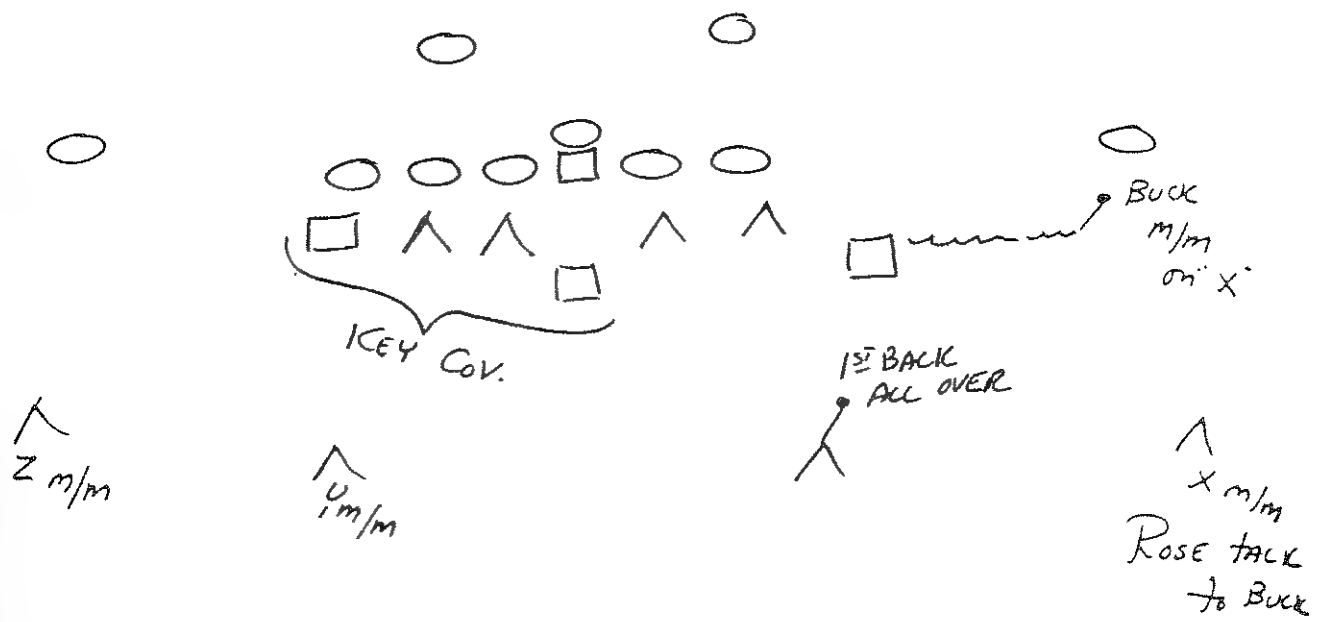
46 JET WALKAWAY

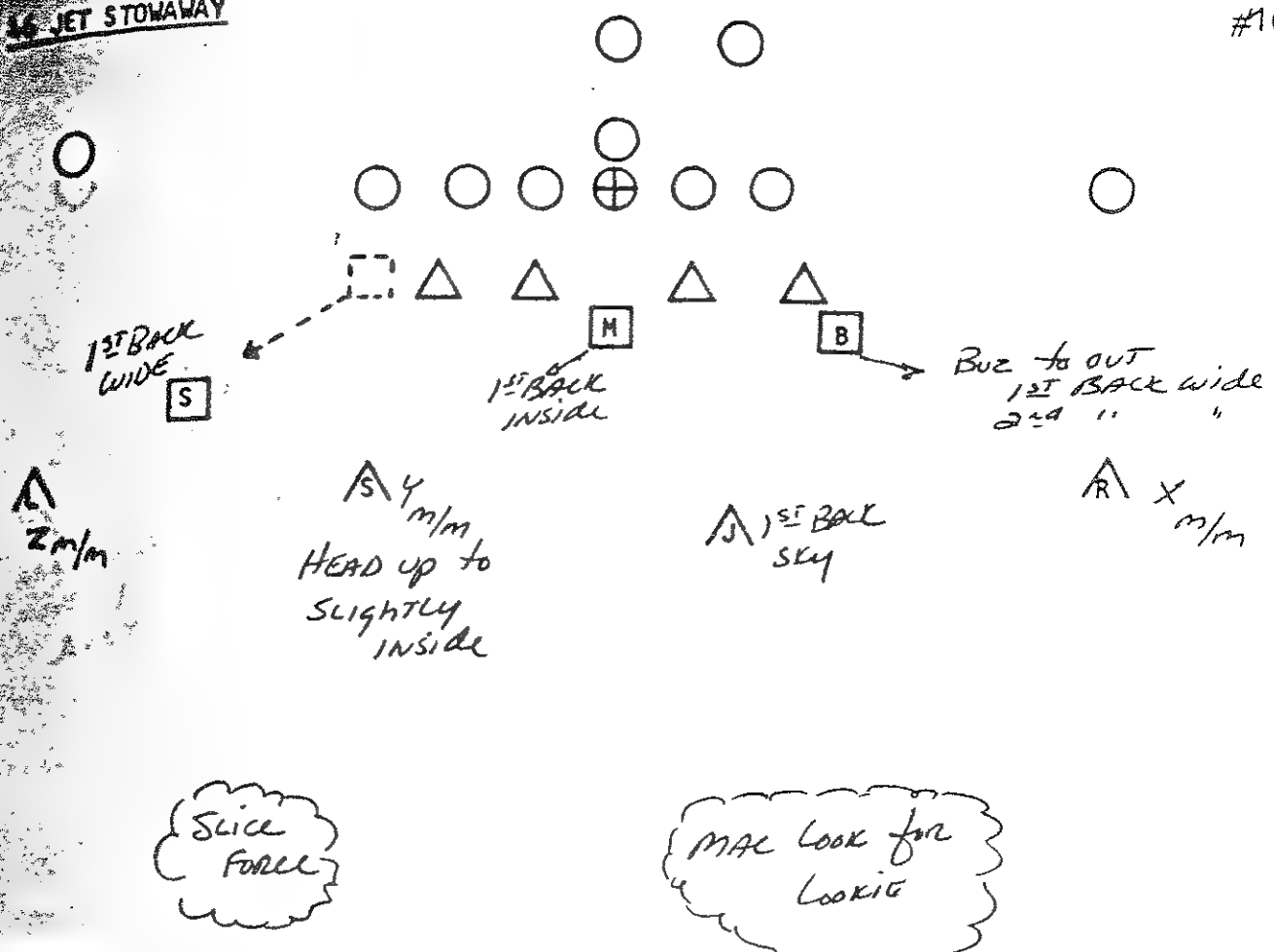
KEY

BUCK SPLIT THE DIFFERENCE



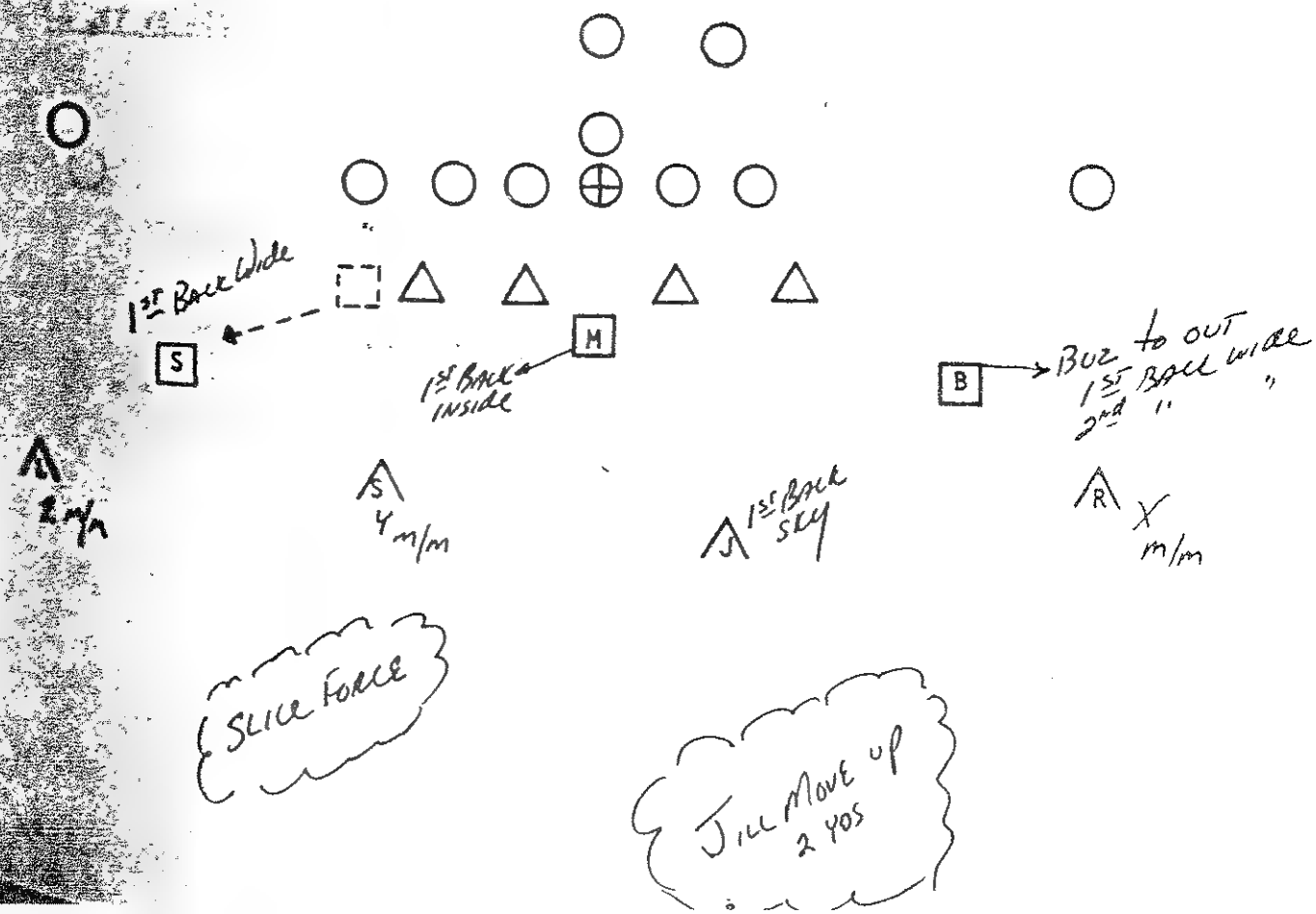
4/6 WALK AWAY STICK

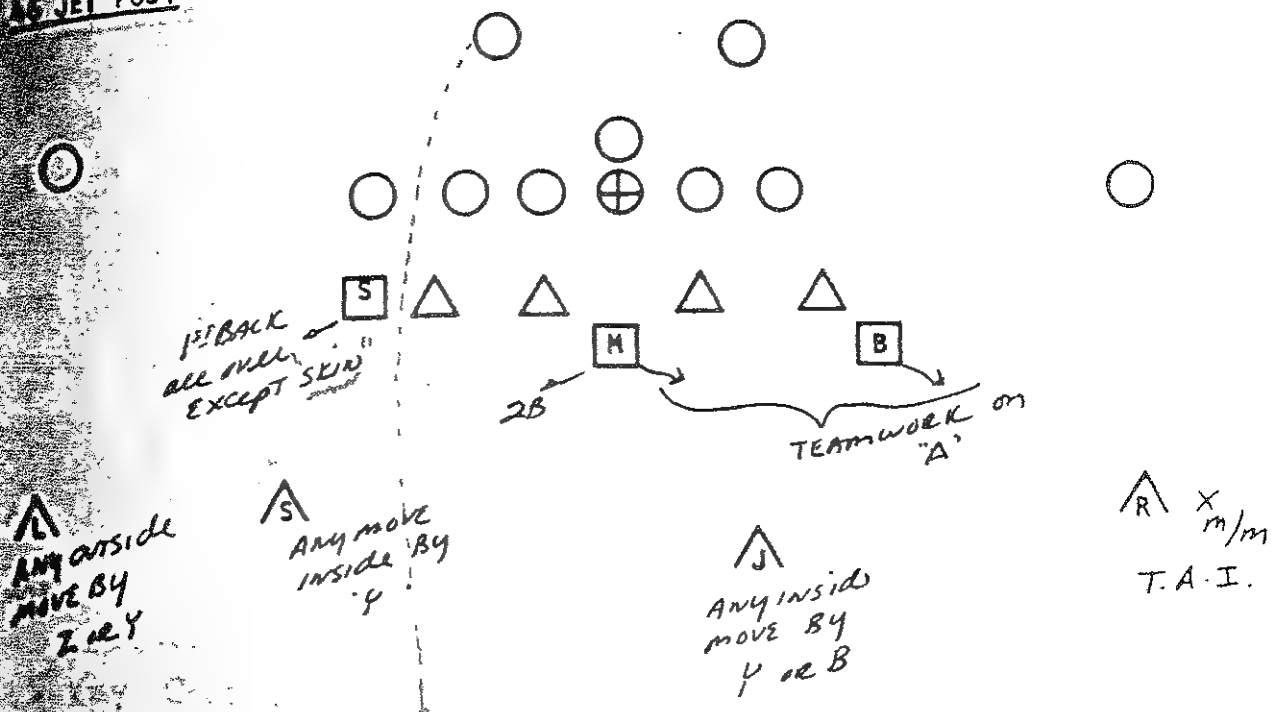




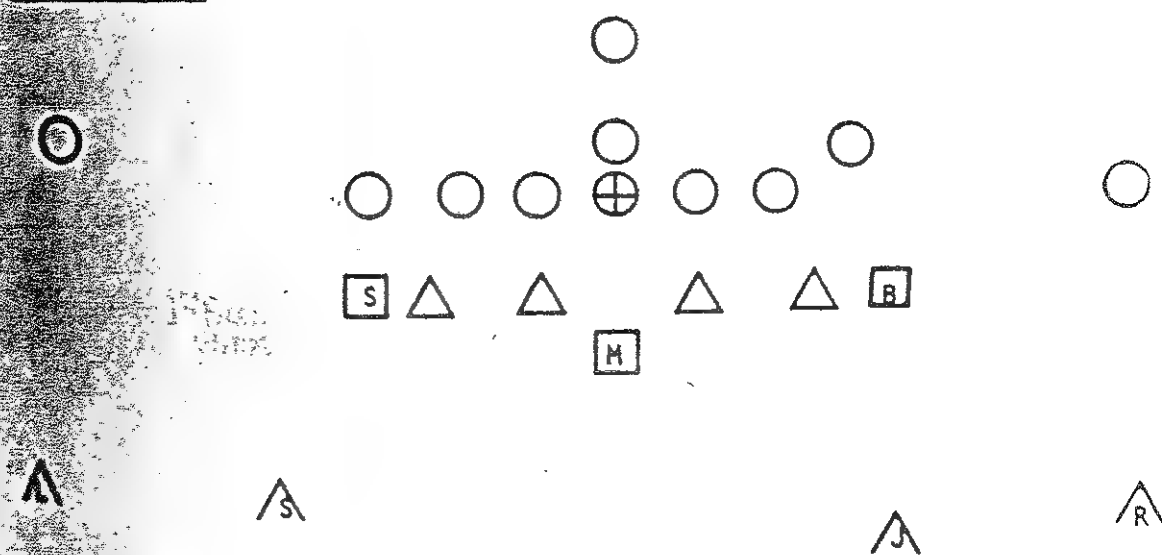
KEY

16 JET STAB





46 JET VS ACE

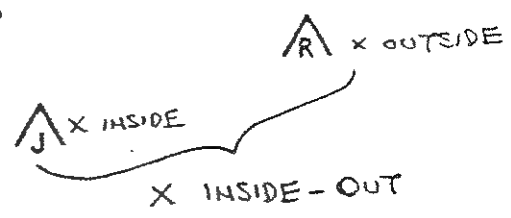
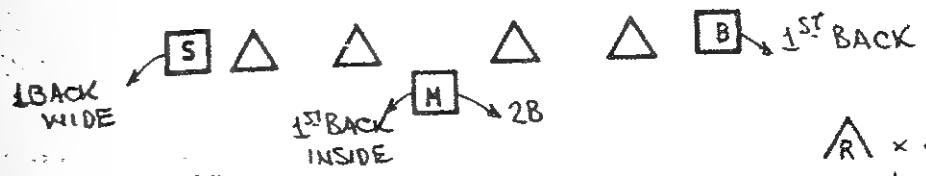


1/2 SET VS NEAR (CONE)

PASSING SITUATION
VS GOOD "C" END



BUCK MAKES CALL



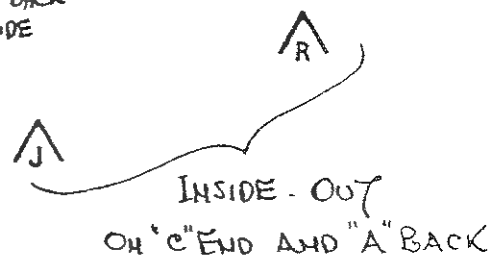
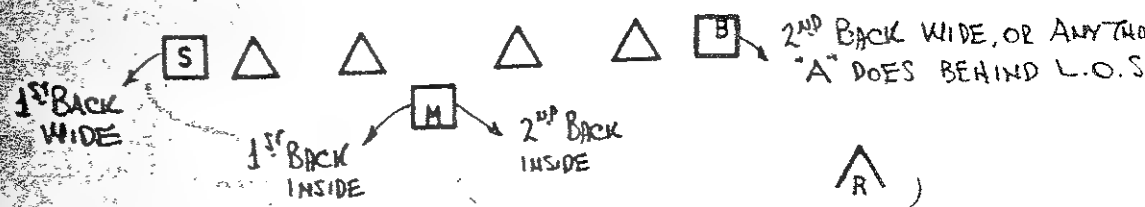
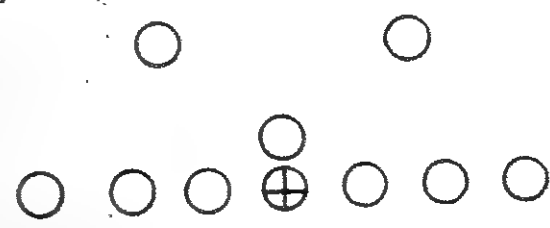
KEY COVERAGE
STRONG SIDE

RULE APPLIES

1/2 SET VS NEAR (CAIN)

90% OF TIME IN "CAIN" COVERAGE

BUCK MAKES CALL

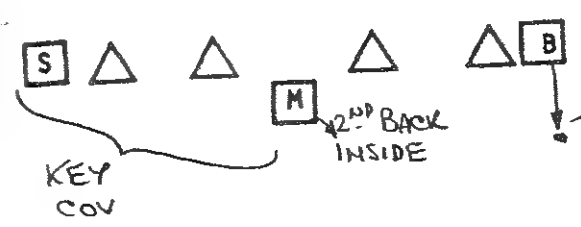
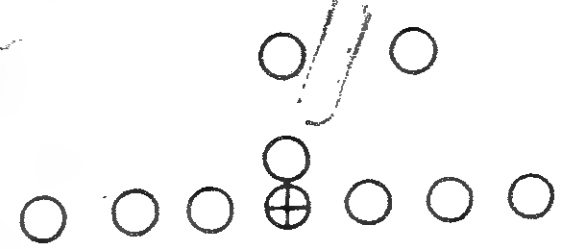


KEY COVERAGE
STRONG SIDE

RULE APPLIES

SET VS NEAR (CLUB)

○



△
1ST BACK

△
X
M/M

△
S
Y
M/M

△
E
M

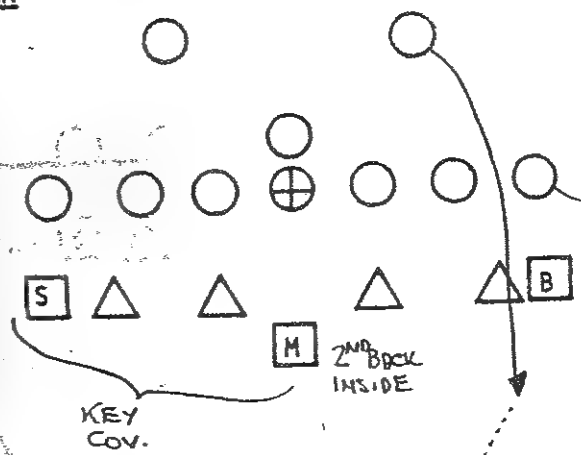
NOTE: BUCK DOES NOT JAM.
GO DIRECTLY TO
HOOK.

RULE APPLIES

RULE VS NEAR

"A" RELEASES INSIDE

○



△
P X
M/M

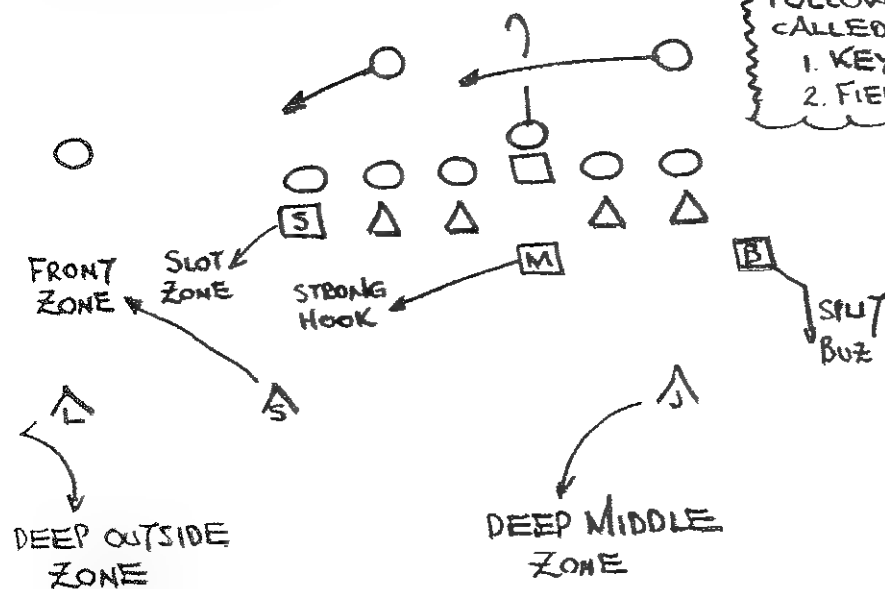
△
A
M/M

△
Y
M/M

△
A

APPLIES WITH:
CAIN, CONE, CLUB

45 SAM PACKER (1978-RAMS)

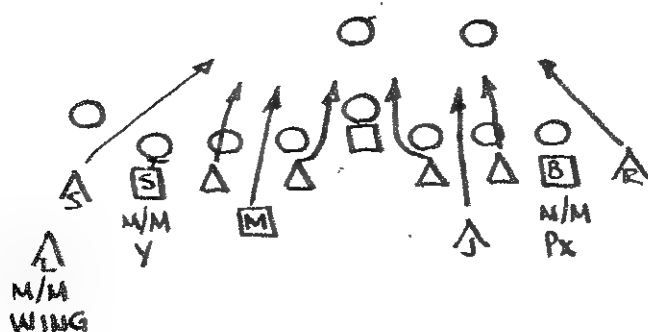


AUTOMATIC COVERAGE ON STRONGSIDE FLOW WHEN FOLLOWING COVERAGES ARE CALLED:

1. KEY
2. FIELDER
3. ARIZONA
4. KINGMAN

PULL OFF SLANT AND POST LATE. ZONE DEEP OUTSIDE

46 TITE KEY-ROSE & SAM GO (1978 RAMS)



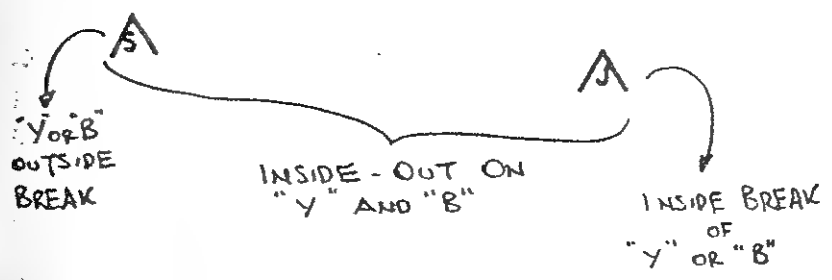
SAM & ROSE:
PEEL IF A & B COMES.

56 JET COMBO

AUDIBLE = #3

2ND BACK-
OR IF "B" DOES
ANYTHING BEHIND
L.O.S. - TAKE "B" M/M

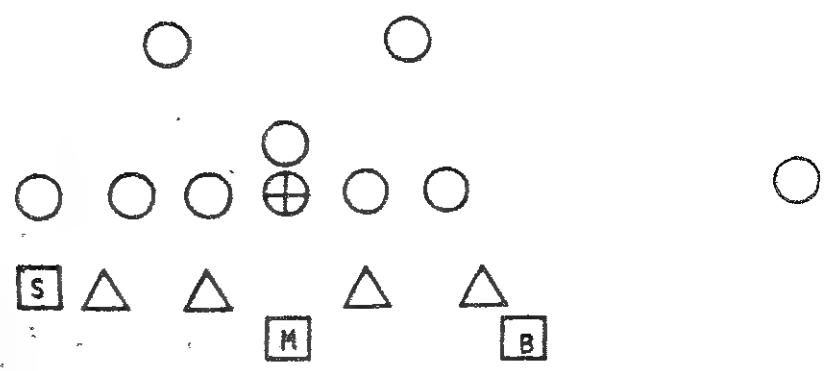
INSIDE-OUT ON "A"
TEAM WORK ON FLOW

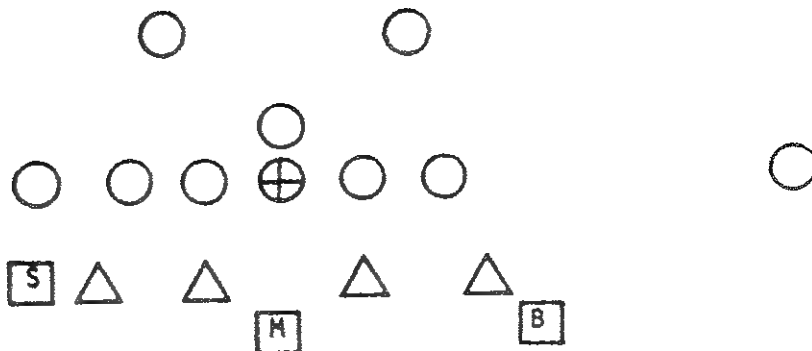


△
X
M/M
(TAKE INSIDE AWAY)

Vs SLOT COMBO AUTOMATICALLY
GOES TO COMBO "C"

56 JET COMBO "A"





L

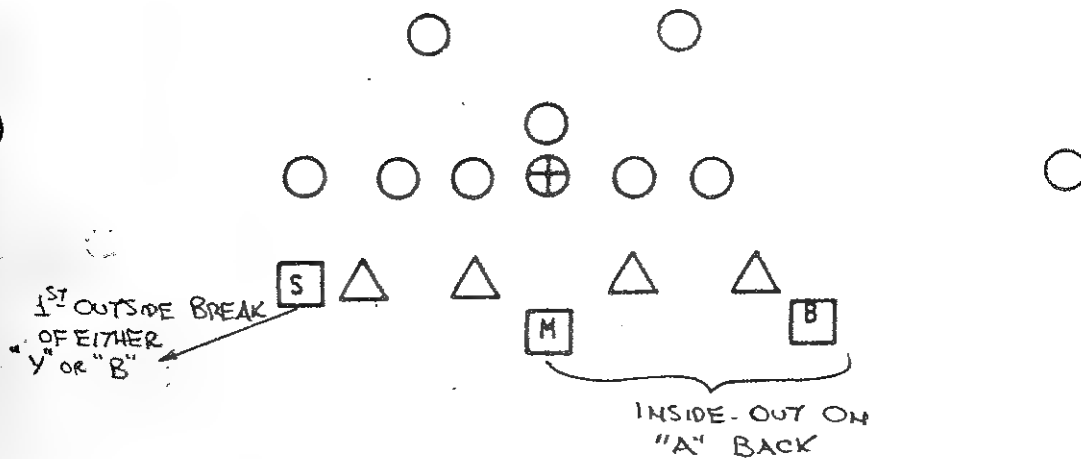
S

J

R

46 JET COMBO "C"

AUDIBLE = CHARLIE OR C



R
X
M/M

S
Y M/M
ON ANYTHING
DEEP OUTSIDE.

J
INSIDE BREAK
OF "Y" OR "B".
(SAME AS COMBO)

R
X
M/M
(TAKE
AWAY
INSIDE)

YOU HAVE HELP
ON POST IF "Y"
RELEASES INSIDE
AND "B" BLOCKS.

USE OF HANDS BY RUSHMEN

INTRODUCTION:

THE ONLY ADVANTAGE THAT THE RULES PROVIDE FOR THE DEFENSIVE PLAYERS, IS
THAT THEY ARE PERMITTED TO USE THEIR HANDS. HANDS ARE USED TO WARD OFF
BLOCKERS, TO ALLOW THE DEFENSIVE PLAYERS TO GET TO THE POINT OF ATTACK.
IF YOU FAIL TO MAKE USE OF THESE LETHAL WEAPONS, YOU ARE NOT GOING TO
REACH YOUR POTENTIAL AS A DEFENSIVE PLAYER.
ALL GOOD DEFENSIVE LINEMEN USE THEIR HANDS TO KEEP THE OFFENSIVE BLOCKERS
AWAY FROM THEIR BODY.

LETS BE THE BEST IN THE LEAGUE IN THIS VITAL FUNDAMENTAL. USE OF YOUR
HANDS ARE NECESSARY WHETHER YOU ARE PLAYING A RUN OR RUSHING THE PASSER.

Probably the most important single factor in good defensive football is the use of hands and pursuit. They compliment each other.

The term, "use of hands", means the use of hands, forearms and shoulders to keep an offensive man away from your legs and body long enough to permit you to read, diagnose, react and get to the point of attack.

Remember you may not be able to play off blocker with your hands, but you can play yourself off blocker.

You must retain freedom of movement or pursuit, consequently your legs must remain free.

To accomplish this you must develop the ability with the use of your hands, forearms and shoulders to protect yourself from any blocker. There are many different names for these maneuvers and many different types of maneuvers. However, for the most part they fall in three categories. They are:

1. Hand or Forearm Shiver
2. Forearm Lift
3. Foot Fake and Hand Slap or Hand Swipe
4. Arm over

A. THE HAND OR FOREARM SHIVER - This maneuver encompasses the use of both hands. One on opponents shoulder, the other on opponents head. Step into opponent with back foot, always keeping feet and legs well back of you. Thrust hands forward in upward movement delivering blow with base of palms, arms extended, elbows locked - Raise opponent, this will keep him away from your body. Read, diagnose, react, pursue ball carrier, or get to point of attack.

The Forearm or Hand Shiver can be applied in most cases where the opponent is trying to use a side body or reverse body block.

Examples:

Center blocking the onside I-Man - Tackle M
blocking the O-Man - Tackle blocking the I-Man
using a reverse body block.

B. FOREARM LIFT - This maneuver is used mostly on close in blocks, where the blocker reaches you much quicker and with much more power. Also can be used when you attempt to run thru a blocker protecting for the passer - who is using an upright blocking stance - you use the forearm nearest the blocker. Aim arm between neck and shoulder, under chest and lift blocker, controlling his head from this position. Read, diagnose, react, and get to the point of attack. This maneuver would apply in most situations where the opponent is using a shoulder block. Remember here too, you must keep feet and legs back of you, free from any contact as you must be able to pursue in any direction.

C. THE HAND SLAP OR HAND SWIPE - This maneuver is used by linemen who are quick and agile, both against runs and passes.

Execute a fast jab step in one direction as the blocker reacts to meet this fake and comes in direction of fake, you use your hands to slap or swipe him on the head and body compelling him to continue in direction of your fake. At the same instance change feet direction and go behind him to the point of attack.

If he doesn't go for the fake, use your hands on him from the inside and continue in direction of original fake.

D. ARM OVER - This maneuver is used by linemen in rushing the passer.

Execute a fast step to the inside, as the blocker reacts to meet this fake grab the blocker by his outside shoulder with your outside hand bringing your inside arm up and over getting your body by the blocker. Be sure to bring the inside arm all the way over to keep blocker behind you.

NOTE: You may strike an opponent above the shoulders on your initial charge, or to ward him off, according to the Official N.F.L. Rules. However, you may not at any time grasp an opponents face mask. Penalty: 15 yards.

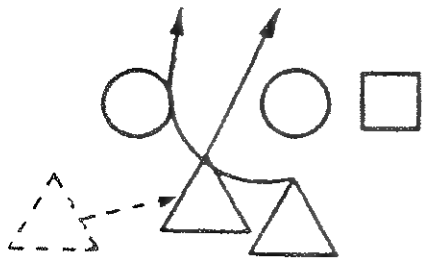
STUNTING

Stunting by Rushmen can be very effective, if used intelligently and with moderation. (Basically, stunting is exchanging responsibility with someone else.) The most important factor in any stunt is to make sure you do not get cut off. If you do not replace the man you are supposed to, the defense is vulnerable to a large gain and perhaps a score.

By stunting, it is possible to upset the blocking patterns against the run or spring someone loose to harass or sack the quarterback. By upsetting the running game, offensive blockers begin to hesitate before coming off the line, therefore, upsetting their timing and charge. They start "thinking" and when this happens, the effectiveness is diminished considerably, for "Every time you think, you hurt the team."

We will attempt to upset their pass blocking as well as destroy their running attack, and in this way we can sack their quarterback. Steady, constant pressure is the most important thing we can get, but as the offense adjusts to our strengths, occasional stunts become very effective. This is particularly true if a team is trying to adjust with splits in the line. By doing this, they are weakening the area that we should take advantage of. It behooves each and every one of you to recognize these compensations and know what to do to combat them. Don't stunt just to be stunting. Have a definite reason or objective.

The best example of defeating splits is when the offensive tackle has widened up because the defensive end is beating him outside, the end jumps inside and blows, with the defensive tackle then covering.



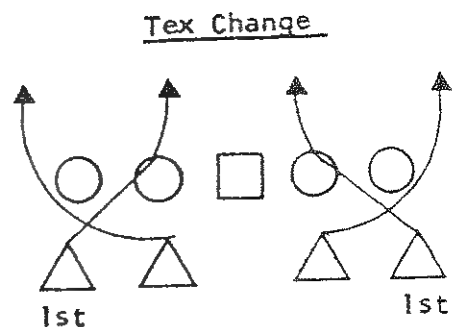
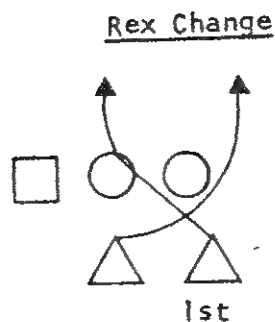
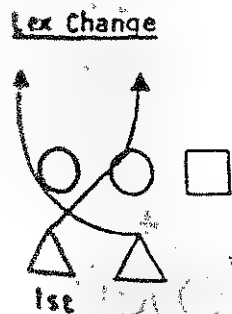
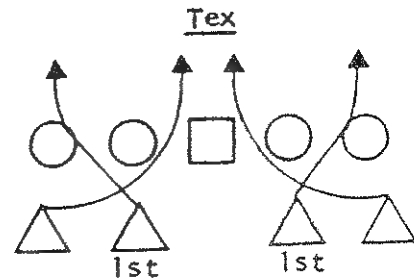
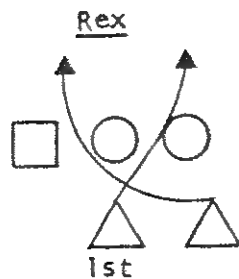
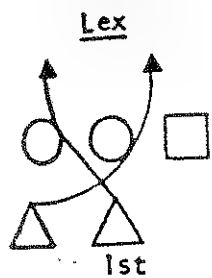
Variations are many and change with various teams. We will study these individually and determine the most effective type stunts or other adjustments.

Also, you must know the complete defensive structure so that you are not in conflict with the charge or responsibility of a teammate.

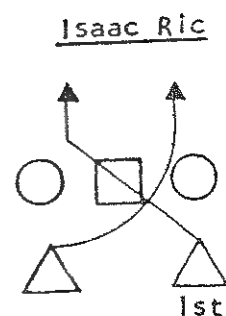
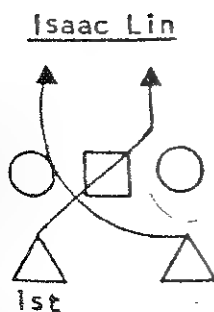
Keep in mind that in any stunt, one man is put in a primary position to do as much damage as possible but the secondary man's effort is responsible for turning him loose. However, recovery and second effort by the secondary man is invaluable. Do not go blindly, out of control and sacrifice yourself at any time. If at any time "sacrifice seems necessary, do it with aforethought and a semblance of reason. When you are right you are very, very right, but when you are wrong you are horrible.

RUSHMEN STUNTS

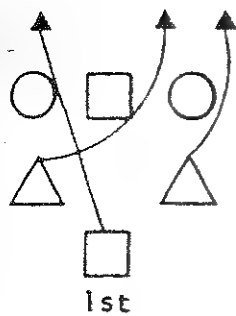
"0" Men and "I" Men



Ric and Lin

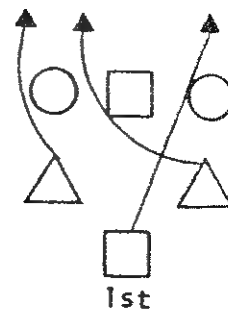


Skeezix Lin



Mac and "I" Men

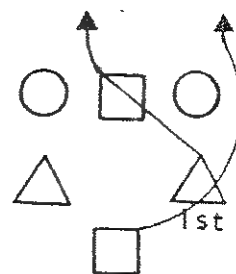
Skeezix Ric



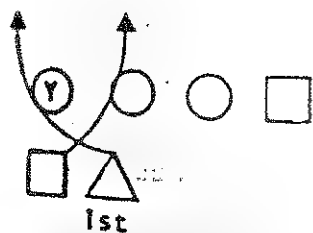
Skeezix Lin Change



Skeezix Ric Change

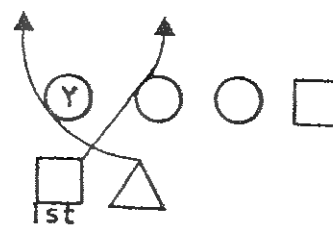


Sox



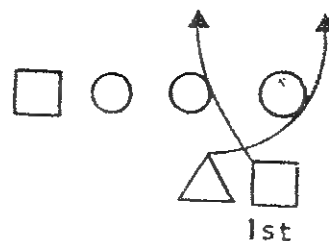
Stub and "O" Man

Sox Change

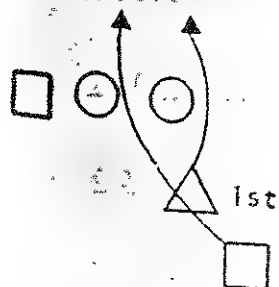


Buck and "O" Man

Ox Change

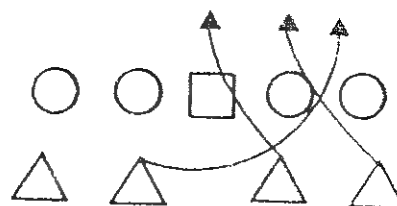


Ox

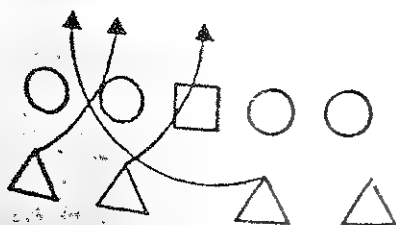


"I" Men and "O" Men

Iso Lin



Iso Ric



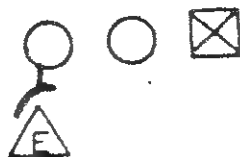
1. "M" BLOCK
Everyone in the Offensive Line blocks MAN FOR MAN, straight ahead.
2. TRAP BLOCK
ISOLATE one man and block him OUT AT THE HOLE. This is an inside-out block and is usually the offside Guard pulling onside.
3. CROSS BLOCK
One Lineman LEADS IN FRONT OF ANOTHER and they block each others man. This occurs between a Guard and Tackle.
4. SWITCH BLOCK
One man BLOCKS BACK and the other man STEPS AROUND and comes STRAIGHT UP INTO THE HOLE.
5. BIK BLOCK
A block where A BACK BLOCKS THE "O" MAN. This is usually the Fullback on the Defensive End.
6. BOB BLOCK
Designate the Onside BACK TO BLOCK THE 2nd MAN OUTSIDE OF LIN or RIC. This is usually the LINEBACKER, but could be LON or ROY.
7. SWIPE BLOCK
A block by an OFFENSIVE BACK ON AN "I" MAN to isolate the defensive lineman by initially trying to drive him out.
8. LOG BLOCK
One man FAKES A TRAP and takes his man INSIDE instead of KICKING HIM OUTSIDE.
9. EAT or TAG BLOCK
DOUBLE TEAM BLOCK by End and Tackle (EAT) or Tackle and Guard (TAG) on "O" Man or "I" Man. We also refer to this as a POWER BLOCK and it is ALWAYS ONSIDE.
10. DOWN BLOCK
This is a block by "Y" or "X" on the "O" MAN. Usually the onside Guard or Tackle is pulling.
11. HOOK BLOCK
The Offensive Man attempts to block the Defensive Man INSIDE OR OUTSIDE FROM A HEAD ON POSITION. This is a form of turn out or turn in blocking.
12. HUNCH BLOCK
A HELP BLOCK by the NEAR BACK on a Defensive Lineman or Linebacker by initially trying to drive him in.
13. BANG BLOCK
This is a REPLACEMENT BLOCK that is used on the Full Series where the Fullback "BANG BLOCKS" the "I" Man, LIN OR RIC.
14. WEDGE BLOCK
ALL OFFENSIVE LINEMEN BLOCK SHOULDER TO SHOULDER to the Inside and drive the Rushmen backward.
15. SEAL BLOCK
A block used to WALL OFF A DEFENSIVE AREA. Usually used by the Offside Tackle.
16. CUT BLOCK
The CENTER SLIDES to block LIN or RIC and attempts to CUT HIM DOWN. This is always an Onside block.
17. POWDER BLOCK
A block designed for "quick" plays Outside and the "Z" or "X" Man POWDERS THE BU or possibly the "O" Man.
18. B BLOCK
This is a block by "Y" blocking down on the "O" man and Tackle pulling to Block Stub.
19. A BLOCK
This is a block by "Y" blocking down, Tackle releasing to the inside and onside Guard pulling to block at hole on Stub.

M - BLOCK

THE OFFENSIVE TACKLE BLOCKS STRAIGHT INTO THE "O" MAN AND TAKES HIM WHEREVER HE WANTS TO GO. DEFEAT THIS BY CONTROLLING THE TACKLE AND NOT TAKING A SIDE UNTIL YOU HAVE LOCATED THE BALL CARRIER. YOU MUST DELIVER A BLOW WITH THE FOREARM OR HANDS TO DEFEAT THIS BLOCK. IT DEPENDS ON THE SITUATION.

**HOOK BLOCK**

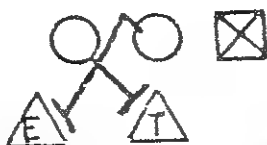
THE OFFENSIVE TACKLE TRIES TO KEEP THE "O" MAN FROM GETTING OUTSIDE. ONLY USED WHEN "O" MAN IS PLAYING TOO TIGHT OR CHARGING INSIDE. "O" MAN SHOULD NOT BE CAUGHT, BUT IF HE IS, SPIN OR FIGHT PRESSURE TO THE OUTSIDE AND PURSUE.

**TURNOUT BLOCK**

TACKLE TRIES TO KEEP THE "O" MAN FROM CLOSING TO THE INSIDE. THIS CAN COME FROM "M" BLOCKING AND THE TACKLE TAKING INSIDE AWAY OR DIRECT CONTACT TO INSIDE. THIS IS DONE BECAUSE BALL CARRIER MAY CUT BACK INTO TERRITORY OF "O" MAN IF TURNED LOOSE. THE PACKERS DO A GOOD JOB ON THIS. DO NOT RUN AROUND BLOCKS. WORK YOUR WAY DOWN THE LINE OF SCRIMMAGE, UNDER CONTROL. C.P. TACKLE MAY SET FOR PASS TO INFLUENCE YOU, THEN TURN OUT. WHEN YOU SEE THIS, GET BACK TO INSIDE - DON'T RUN AROUND.

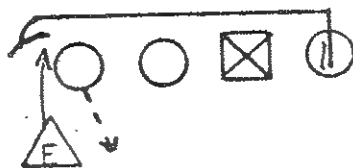
**CROSS BLOCK**

USUAL RULE FOR THE CROSS BLOCK IS THAT UNCOVERED MAN GOES FIRST. TACKLE THEN USUALLY GOES FIRST ON "I" MAN. GUARD WILL DROP STEP AND KICK "O" MAN OUT. "O" MAN MUST NOT BE CAUGHT UP FIELD OR RUN AROUND BLOCK. CLOSE HARD. SET GUARD BACK INTO 5 OR 4 HOLE. C.P. ON SHORT YARDAGE, WE MAY TIGHTEN THE DEFENSIVE LINE SO THE "I" MEN ARE GAPPED AND "O" MEN HEAD UP. IN THIS CASE, THE GUARDS MAY COME FIRST WITH TACKLE DROP STEPPING TO KICK "I" MEN IN.



5. LOG BLOCK

THIS BLOCK IS PERFORMED WHEN A DEFENSIVE MAN IS CLOSING TOO AGGRESSIVELY TO BLOCK OUT. IF TRAP OR CROSS BLOCK HAS BEEN CALLED AND BLOCKER FIND "O" MAN TOO FAR OUTSIDE, GUARD WILL HOOK "O" MAN RATHER THAN KICK HIM OUT. IF THIS SITUATION DEVELOPS, IT IS USUALLY BECAUSE THE "O" MAN HAS REMAINED ON THE L.O.S. AND HAS NOT GOTTEN OFF THE BALL. BE AGGRESSIVE. FIGHT BACK TO THE OUTSIDE.



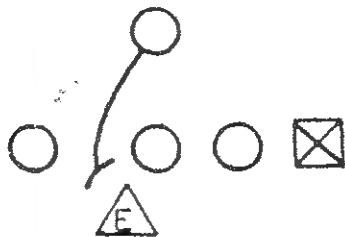
6. DOWN BLOCK

BLOCK BY "Y" OR "X" ON THE "O" MAN. USUALLY THE ONSIDE GUARD OR TACKLE IS PULLING. PLAY IS WIDE, "O" MAN SHOULD REACT TO OUTSIDE AND PURSUE. IF OFFENSIVE END IS SPLIT AND ATTEMPTS TO DOWN BLOCK, YOU CAN BEAT HIM ACROSS THE LINE AND INTO THE PLAY, IF YOU ARE GETTING OFF THE BALL AND MOVING. LISTEN FOR THE CALL FROM STUB ON "Y" SPLIT.



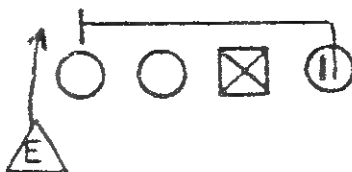
7. BIM BLOCK

A SHOULDER BLOCK BY THE STRONG BACK. OFFENSIVE TACKLE BLOCKS DOWN AND SEALS SETTING UP "O" MAN FOR NEAR BLOCK. GUARD IS USUALLY PULLING AS PLAY IS DESIGNED TO GO WIDE. "O" MAN SHOULD GET ACROSS L.O.S. AND WORK Laterally, USING YOUR HANDS TO STRING OUT THE PLAY.



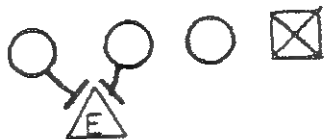
8. TRAP BLOCK

USUALLY PERFORMED BY THE "OFF" GUARD. COULD BE THE CENTER ON OCCASION, LIKE S.F. 49ERS. PLAY IS DESIGNED TO GO INSIDE. MEET TRAPPER WITH INSIDE SHOULDER. DO NOT WAIT ON L.O.S. AND GET LOGGED. DO NOT GET TOO FAR UPFIELD SO YOU GET KICKED OUT.



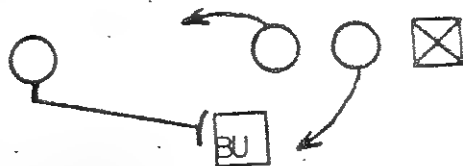
DOUBLE TEAM (POWER) BLOCK

"O" MAN IS AT P.O.A. AND MUST BE REMOVED BY THE OFFENSIVE TEAM. HOLD YOUR GROUND. IF YOU ARE BEING DRIVEN BACK, DROP TO THE GROUND. TRY TO SPIN OUT OF A DOUBLE TEAM. PLAY ONE OR THE OTHER, USUALLY PLAY THE LEAD BLOCKER, BUT DON'T TRY TO DEFEAT BOTH MEN. IF "O" MAN IS NOT DRIVEN BACK, THE SIZE OF THE HOLE CAN BE CONTROLLED BY THE L.B.



POWDER BLOCK

DESIGNED FOR PLAYS LIKE TOSS OR PITCH SERIES. WHEN BALL IS TOSSED OUTSIDE, LOOK FOR A BLOCK FROM THE OUTSIDE. THIS BLOCK IS SIMILAR TO A PEEL BLOCK BECAUSE IT CAN TAKE PLACE AT ONCE OR DEVELOP LATE, DEPENDING ON THE TIMING OF THE PLAY. BLOCK CAN COME FROM STRONG OR WEAK SIDE. IT IS USUALLY ON THE BU, BUT CAN BE ON THE "O" MAN.



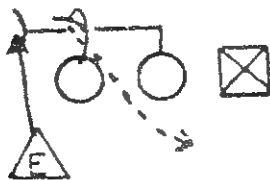
PASS BLOCK

OFFENSIVE TACKLE SETS FOR RUSH OF "O" MAN. THE MORE TIME THE TACKLE HAS, THE BETTER HE CAN ADJUST. BE ON HIM QUICK AND DRIVING. IF TACKLE KEEPS "O" MAN OUTSIDE FOR AT LEAST 6 YARDS, "O" MAN SHOULD DRIVE INTO POCKET LATERALLY TO QUARTERBACK.



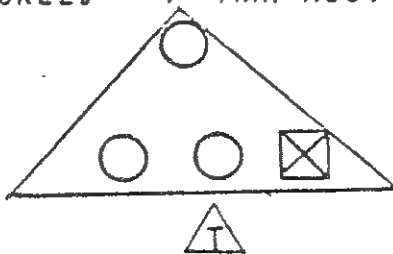
DRAW BLOCK

TACKLE SETS FOR PASS AND INVITES THE "O" MAN OUTSIDE. TACKLE MAY RELEASE FOR MAC, GUARD WILL THEN KICK "O" MAN OUT. WHEN "O" MAN RECOGNIZES DRAW, SPIN BACK TO INSIDE AND GET INTO PLAY. YELL "DRAW, DRAW, DRAW" AS SOON AS YOU ARE SURE!



THE "I" MAN MUST ADHERE TO THE SAME GENERAL PRINCIPLES AS THE "O" MAN. THE DIFFERENCE IN THE TWO POSITIONS IS THAT THERE IS MORE TRAFFIC ON THE INSIDE, REACTION TO EITHER SIDE IS IMPORTANT AND THE PASS RUSH IS MORE STRENGTH THAN SLASHING. THE "I" MAN'S GREATEST ASSET IS HIS QUICKNESS. HE MUST HAVE SIZE, STRENGTH, AGILITY AND ALERTNESS, BUT MOST IMPORTANT HE MUST BE QUICK.

- A. POSITION AND STANCE - THREE OR FOUR POINT STANCE, DEPENDING UPON PHYSICAL CHARACTERISTICS, HEAD ON GUARD, CROWD THE L.O.S. HAVE ENOUGH WEIGHT FORWARD TO MEET THE "M" BLOCK SO AS NOT TO BE DRIVEN BACK OR RAISED UP BY THE GUARD.
- B. "KEY" FOR THE "I" MAN IS A TRIANGLE FORMED BY THE CENTER, GUARD AND TACKLE. "I" MAN MUST ALWAYS KNOW IF BACK IS ON HIS SIDE.

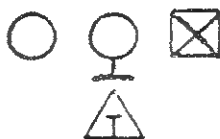


THIS IS SIMILAR TO THE "O" MAN BECAUSE OF THE PERSONNEL INVOLVED (I.E., T - G - C), AND TYPES OF PLAYS RUN AT "I" MEN. IT IS IMPORTANT, AT TIMES VERSUS SPECIFIC CLUBS, TO REMAIN OFF THE BALL IN ORDER TO REACT TO ALL POSSIBLE COMBINATIONS.

- C. BLOCKING AT P.O.A. - THE FOLLOWING BLOCKS ARE THOSE WHICH THE "I" MAN MUST BE ABLE TO SEE AND DEFEAT. BE STRONG, BE ALERT AND KNOW WHERE YOUR HELP COMES FROM. NEVER GET BEATEN SO BADLY THAT YOU CUT OFF OR PREVENT OTHERS FROM GETTING INTO THE PLAY.

1. M - BLOCK

DEFEAT MOMENTUM WITH FOREARM BY CONTROLLING THE BLOCKER AND LOCATING THE BALL. USED ON 27 M HUNCH, 37 M BOB, ETC.



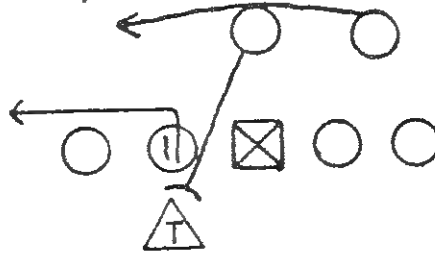
2. CENTER CUTOFF BLOCK

USED ON PLAYS DESIGNED TO GO WIDE, SUCH AS 29 BIM. "I" MAN MUST BE AGILE AND SHED BLOCKER. DO NOT GET TANGLED UP. CENTER WILL NORMALLY BE TRYING FOR LEGS.



3. SWIPE BLOCK

REPLACEMENT BLOCK BY BACK FOR PULLING LINEMAN. WILL BE USED ON PLAYS GOING WIDE, ALSO 29 FM GRACE, 21 RAM TRAP.



4. HOOK BLOCK

BASICALLY A CUTOFF BY THE OFFENSIVE GUARD. DIFFERS FROM AN "M" BLOCK IN THAT THE GUARD WILL TAKE A SIDE.



5. SWITCH BLOCK

DESIGNED FOR 0-1 HOLE PLAY. USED ON 21 & 40 RAM TRAP. CLOSE HARD AND BE AWARE OF BACK VEERING THRU 4 & 5 HOLE.



6. TRAP BLOCK

DESIGNED FOR 0-1 & 2-3 HOLES WHEN MAC IS PLAYING DEEP ENOUGH FOR OFFENSIVE TACKLE TO BLOCK. ALSO ODD TRAP WHEN MAC IS SHALLOW.



7. CROSS BLOCK

MAY BE USED WITH CENTER DOUBLE TEAM. REACT TO GUARDS MOVEMENT TRYING TO HIT THE 4-5 HOLE. GUARD MAY GO FIRST, BUT GENERAL RULE IS UNCOVERED MAN (TACKLE) GOES FIRST.

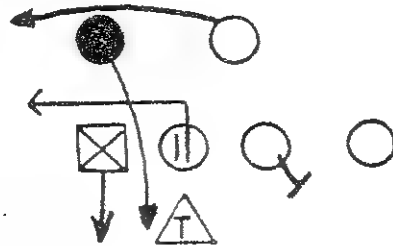


SUCKER INFLUENCE BLOCKING

USUALLY USED WITH A NEAR END TO THE WEAK SIDE.

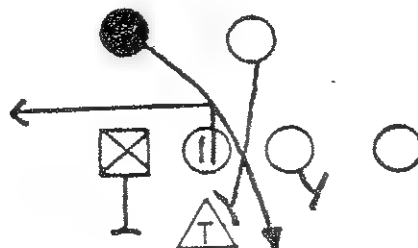
A. SUCKER BLOCK

INFLUENCE MAY COME FROM THE CENTER, BUT THIS IS PURE FORM OF INFLUENCE.



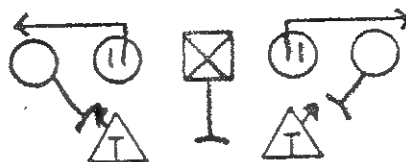
B. SWIPE BLOCK

HALFBACK HELPS ON "I" MAN AFTER HE IS INFLUENCED. USED TO GOOD ADVANTAGE ONLY WHERE L.B.S NOT KEYING BACKS.



C. TACKLE INFLUENCE

O-1 HOLE AND COUNTS ON TACKLES REACTION TO OPEN HOLE.



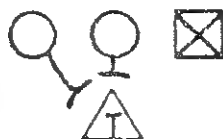
9. DOWN BLOCK

OFFENSIVE TACKLE BLOCKING FOR END RUN OR OFF TACKLE PLAY. "I" MAN MUST FIGHT PRESSURE AND NOT BE COLLAPSED.

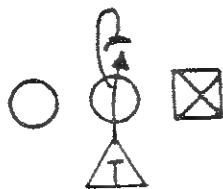


10. DOUBLE TEAM (EAT OR TAG) BLOCK

NORMALLY GUARD & TACKLE WORKING TOGETHER TO CLEAR AREA. HOLD GROUND, BE STRONG, TRY TO SPIN OUT LATERALLY IF CAUGHT. IF BEING PUSHED BACKWARD, DROP TO GROUND.



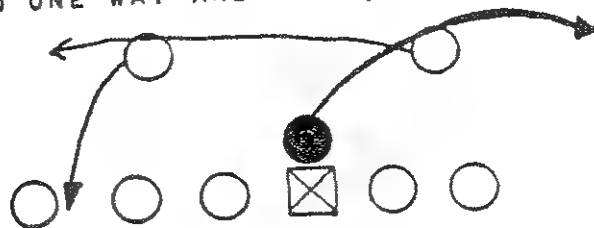
11. PASS BLOCK
OFFENSIVE GUARD WILL SET IN FORMAL CUP PROTECTION.



12. PLAY PASS BLOCKING
OFFENSIVE GUARD WILL USUALLY "FIRE-OUT" AGGRESSIVELY. PLAYERS MUST LEARN TO "READ" BLOCKS INSTANTLY.

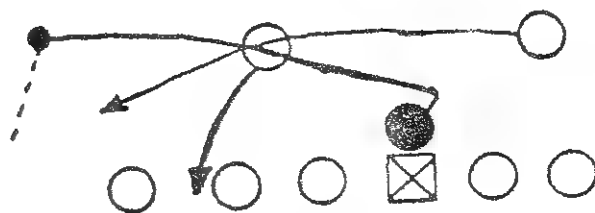
A. WAGGLE ACTION

BACKS GO ONE WAY AND THE QB IN THE OPPOSITE DIRECTION.



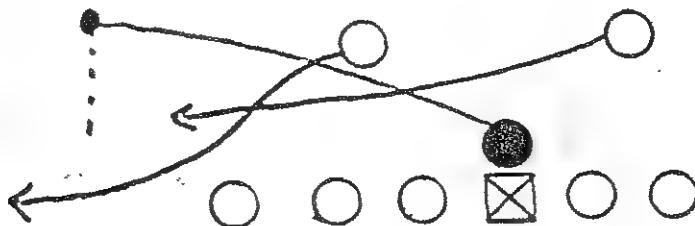
B. ROLLOUT ACTION

THE BACKS AND QB IN THE SAME DIRECTION, STRONG OR WEAKSID



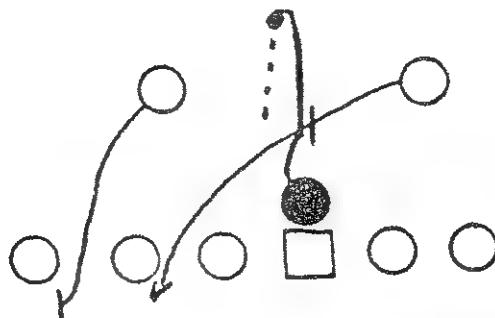
C. SPRINT ACTION

BACKS AND THE QB IN THE SAME DIRECTION, BUT THERE IS NO PIVOT BY THE QB. HE LEAD STEPS IN THE DIRECTION OF THE PLAY.



D. PLAY PASS ACTION

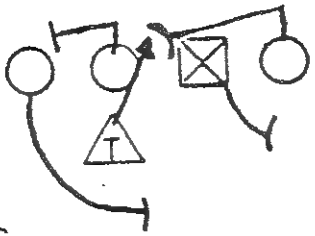
QB USUALLY GOES STRAIGHT BACK AFTER FAKE.



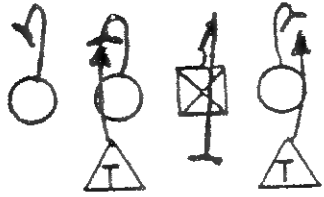
DRAW BLOCKS

FOUR TYPES OF DRAW BLOCKING ARE USED. THEY ARE: A. TRAP,
B. "M", C. LEAD, AND D. PLAY ACTION.

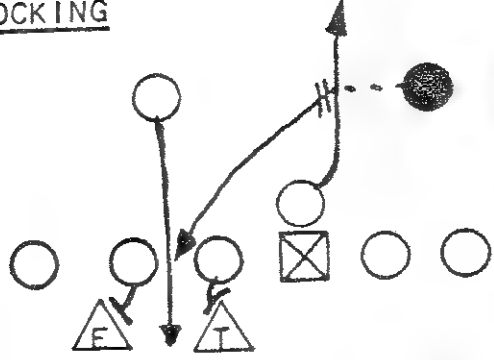
A. TRAP BLOCKING



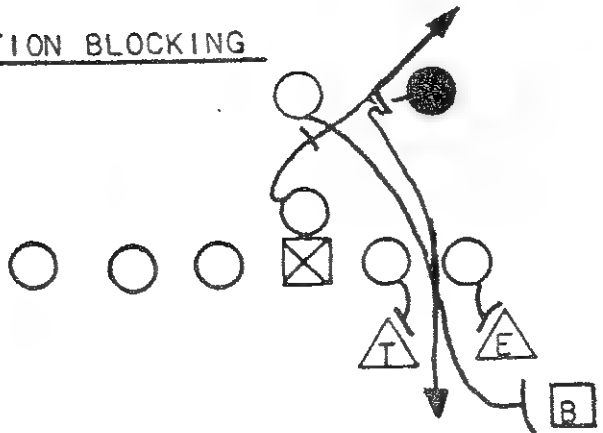
B. "M" BLOCKING



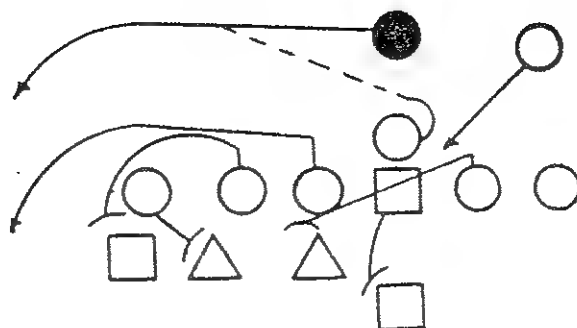
C. LEAD BLOCKING



D. PLAY ACTION BLOCKING

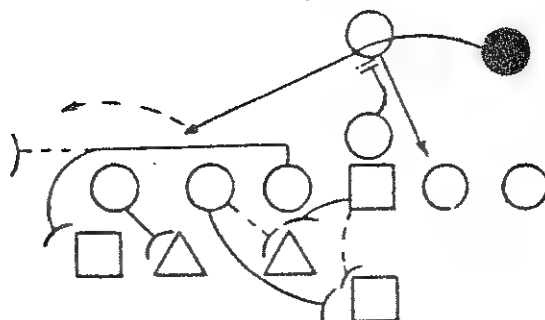


BLOCK



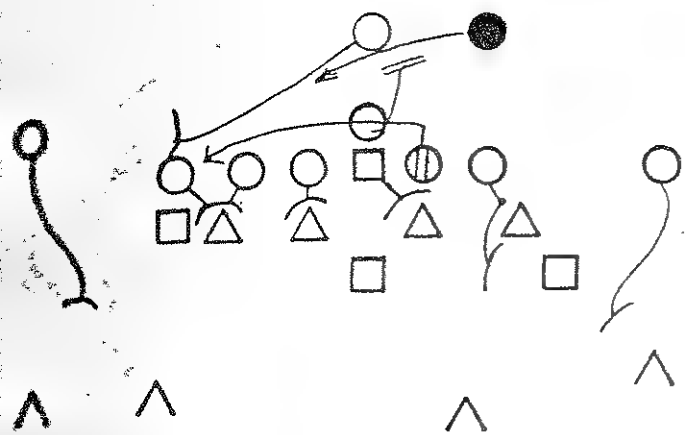
This is a block by "Y" down blocking on "O" Man and Tackle pulling to block Stub. If "Y" is split "O" Man, by being quick off ball, can beat block across line. If "Y" is tight this is usually a tip and "O" Man must now fight through or spin out of block. Listen to Stub for calls.
Example: 39 FLIP B GRACE.

A BLOCK

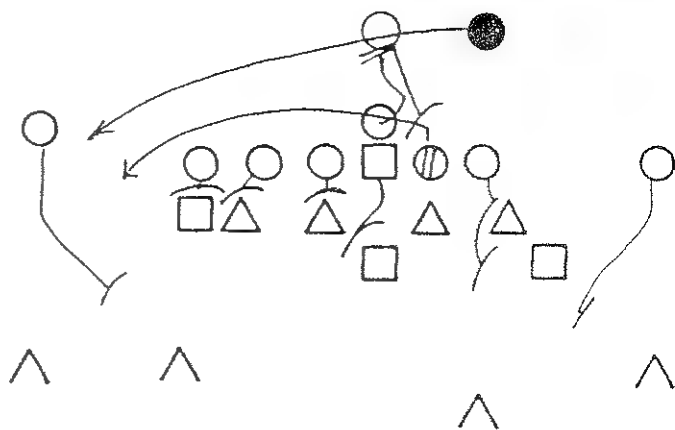


This is a block by Y on "O" Man and Tackle blocking down on the "I" Man or MAC. Guard will take Stub either way. "O" Man, by being quick off ball, can wreck this play for loss. Do not be fooled by Tackles inside release. Your key is the Guard who is taking you to the play.
Example: 27 FULL GRACE.

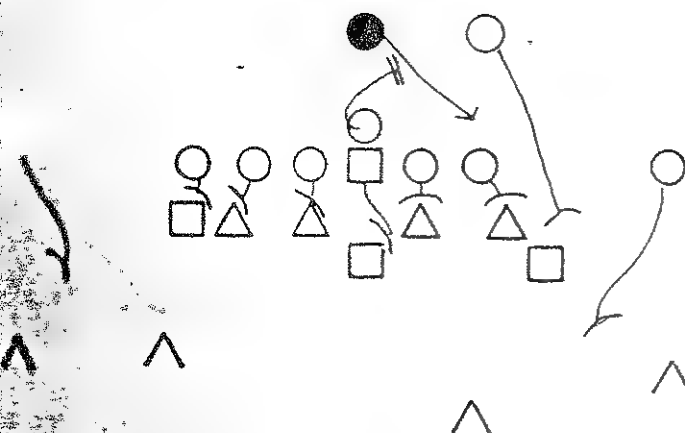
POWER BOB I



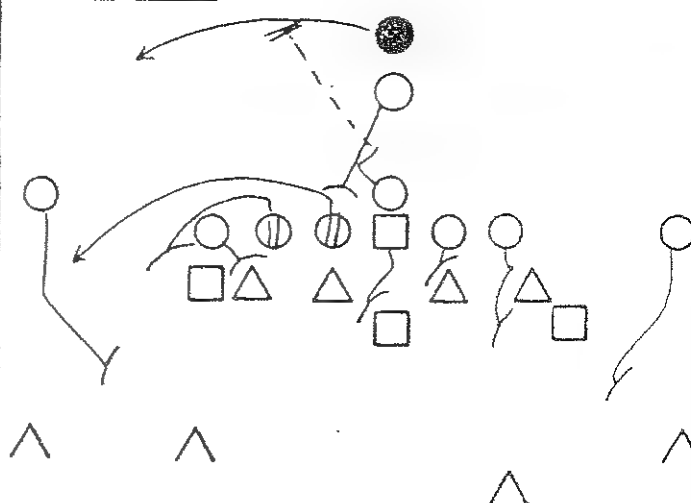
29 FULL MO



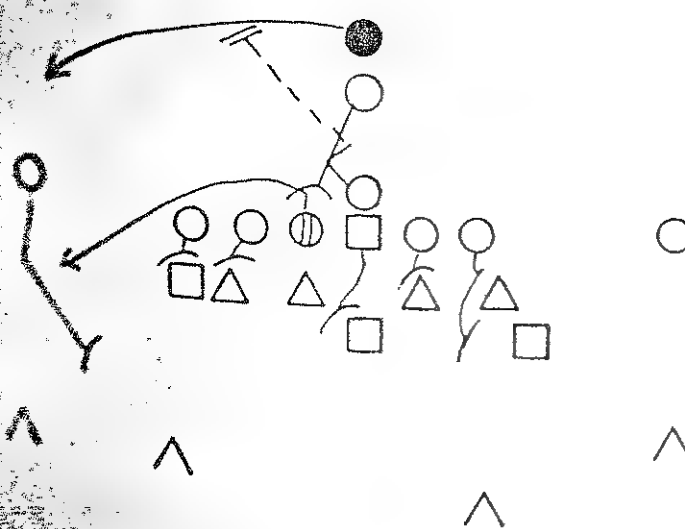
34 M BOB



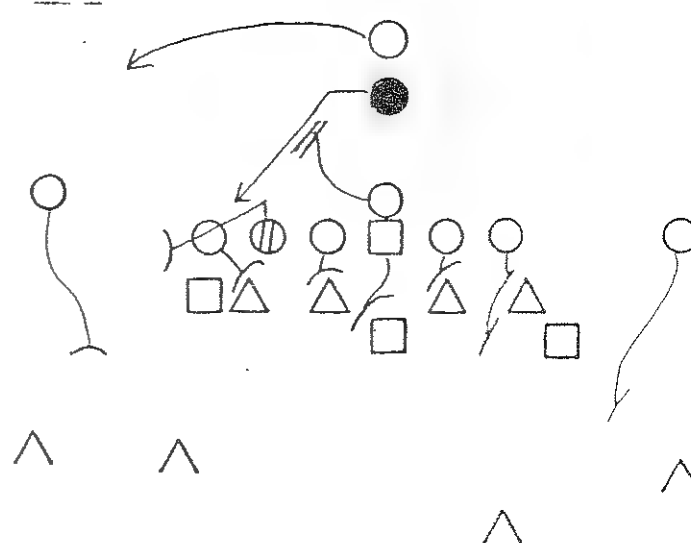
29 FB GRACE



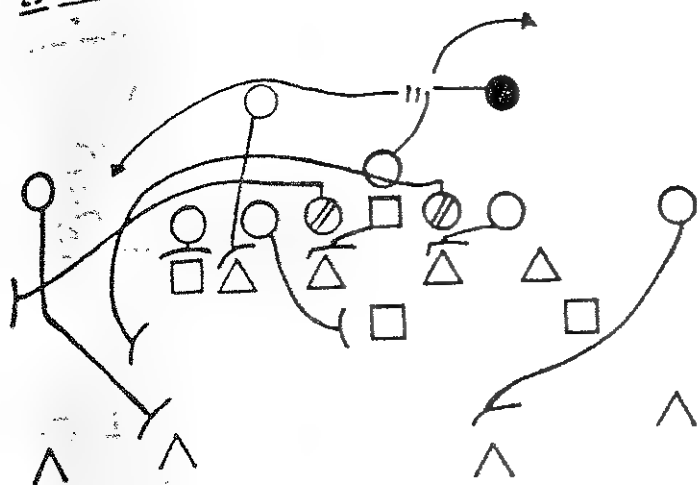
37 FB GRACE



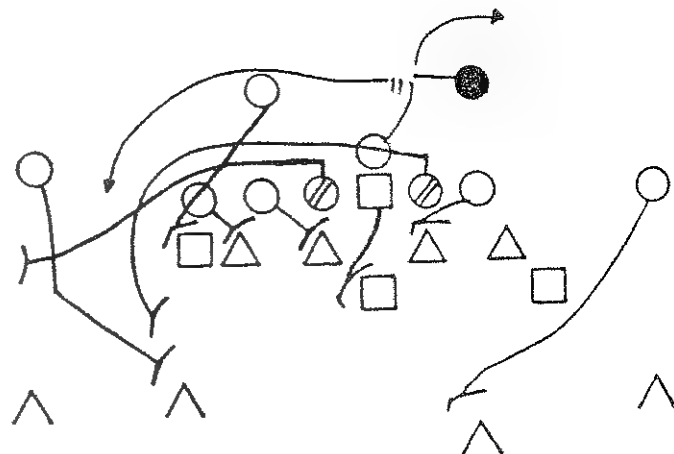
37 B



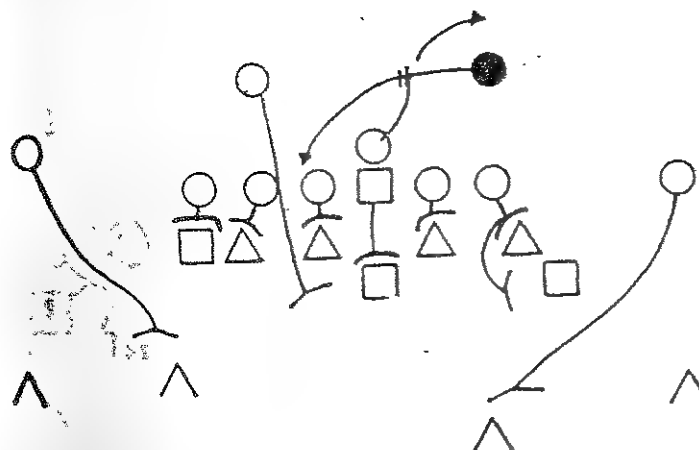
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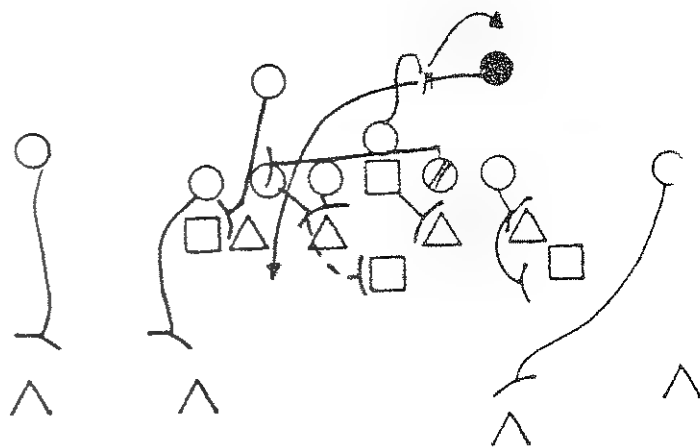
29 BOB



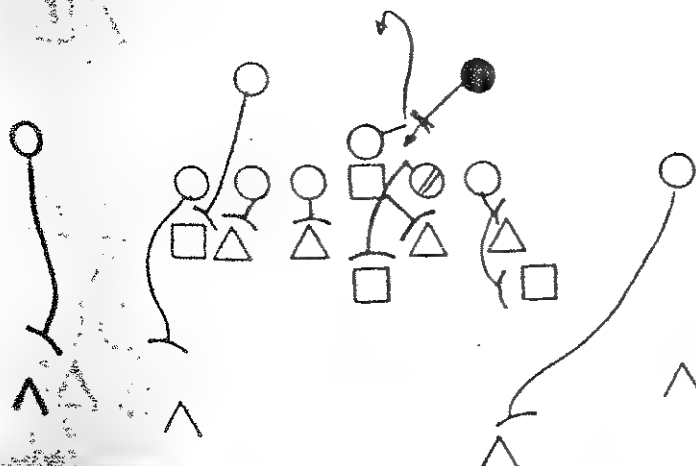
25 M-HUNCH



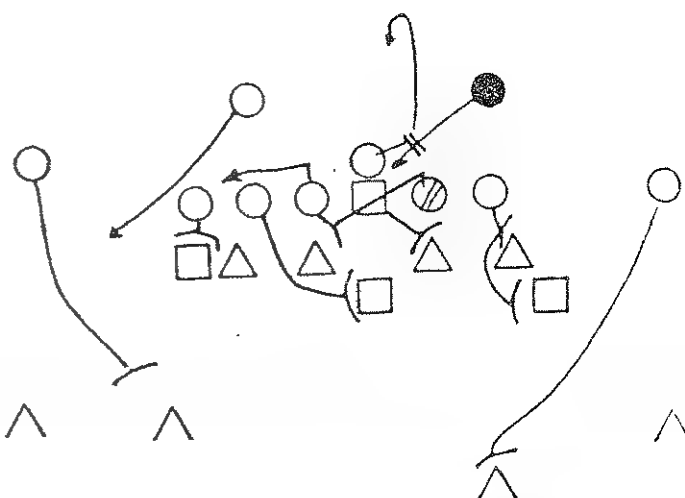
25 TRAP



21 SWITCH

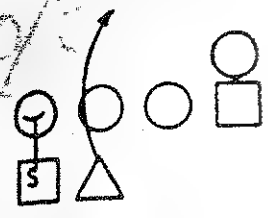


21 CLUB TRAP

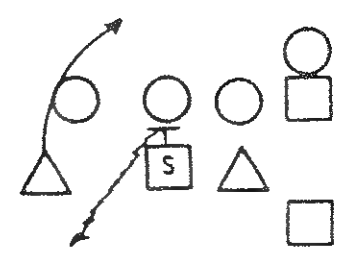


"Y" DOWN COUNTERS

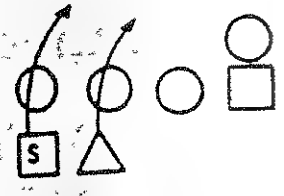
STUB ENGAGE "Y"



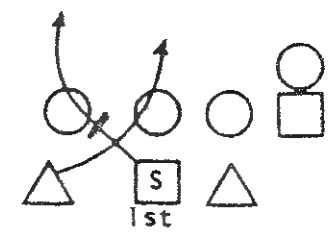
STUD



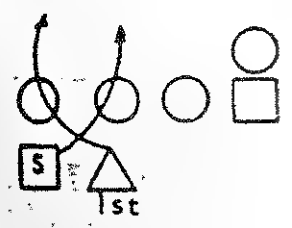
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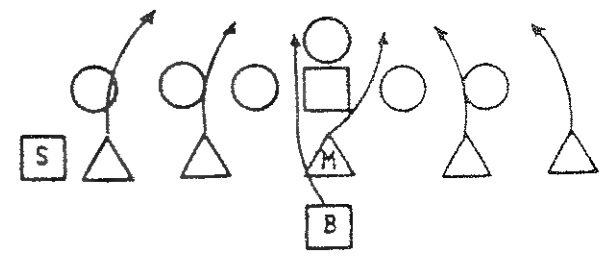
STUD SOX



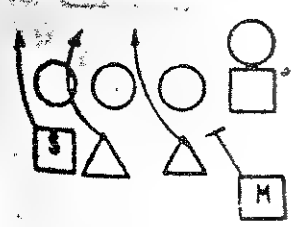
SOX



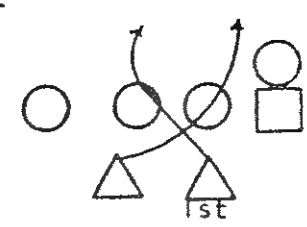
PINKY



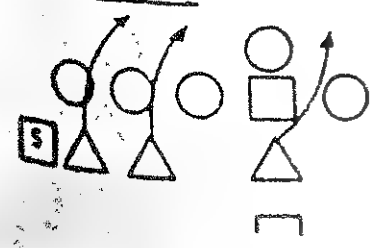
STOUT



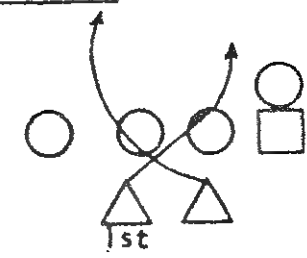
LEX



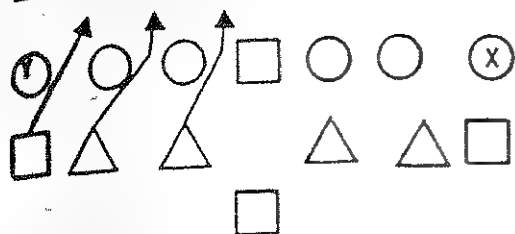
TALBY (MANNY)



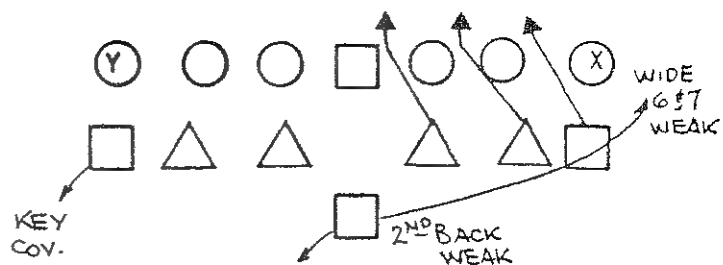
LEX CHANGE



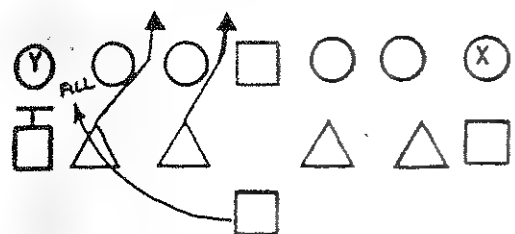
C-END AND SUCKER COUNTERS

SUZIE (Strong)

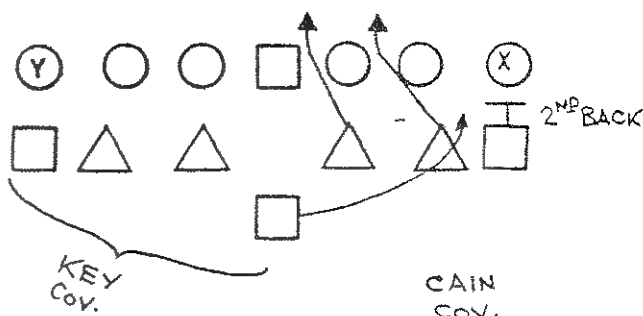
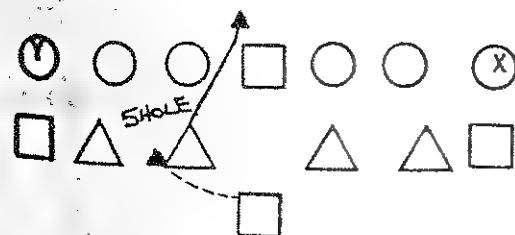
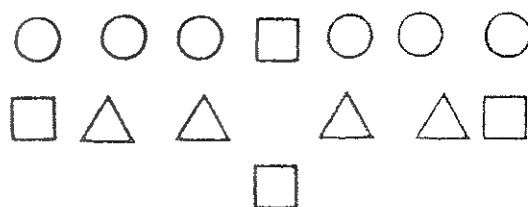
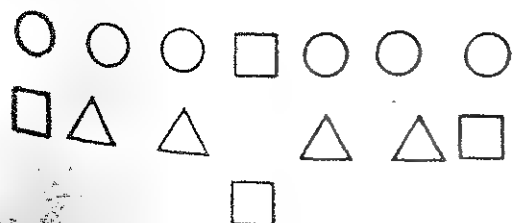
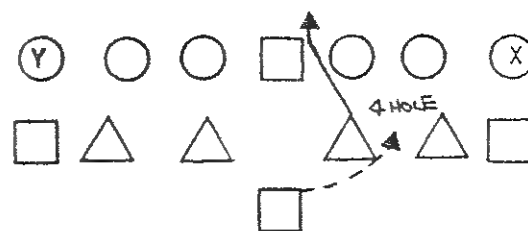
EITHER MAC TAKES
1ST BACK STRONG OR
PLAY COMBO.

TILLIE (Weak)

Use only with Key.

SALLY (Strong)

TITE INSIDE ON
STRONG SIDE

WILLIE (Weak)SPIKE (Strong)HAMMER (Weak)

LINEBACKERS AND DEEP BACKS

PASS DEFENSE

CHECK POINTS

THE WASHINGTON REDSKINS

PASS DEFENSE

CHECK POINTS

QUICK REFLEXES

Quickness is nearly everything on pass defense. When we refer to quickness we mean the quickness of your hands, your feet, your eyes, and every reflex needed to cover a "race horse" receiver. We are not referring to speed in the sense of a man running fast for 100 yards in a straight line, although such men might also have quickness. Therefore, when we refer to your quickness as a defender we mean the ability to move your body, or parts of it, from one place to another more quickly than the next man in a restricted area of the football field. You have been told how you can improve your quickness. It is up to you to work on it.

STANCE

1. A proper stance will help you to be physically and mentally alert.
2. Don't become careless in taking your stance. Work for "Cat-like" reflexes.
3. Position of Body and Arms.
 - a. Knees bent.
 - b. Hips are lowered.
 - c. Weight on forward foot and balls of feet.
 - d. Shoulders forward.
 - e. Hands hanging loosely.
 - f. Eyes focused through receiver and on the Q.B.
 - g. Alert, but relaxed.

FOOTWORK

1. Practice running with knees inward and looking over the inside shoulder. This is similar to an outfielder when going after a long drive. Develop the ability to sprint when running this way. Lou & Rose should work on this after practice. It is footwork in covering a Goal and is a necessity when playing the Packers.
2. Every defensive back on our team can improve his recovery and reactions by being LOWER. Exaggerate your lowness.
3. Avoid crossing feet, stumbling, taking extra steps, as the result of your footwork. When a back falls or stumbles it is the result of poor footwork.
4. When back pedaling, lean forward, so that your shoulders are over your feet. Do not lean backward, because you cannot stop or turn quickly.
5. Practice your shuffle and glide steps from side to side. DON'T GET TURNED TOO SOON.
6. Don't get turned on the first fake and don't go for the first fake.

7. Don't misjudge deep passes. This is an art and must be practiced. You don't get enough of this work. A good rule to follow is to take one extra step before you commit yourself to go for the ball. Watch the ball all the way and only play the ball.
8. When covering an OUT use the proper footwork. We have drilled to stay tight with the receiver. This applies to Lou-Rose and Sam. Don't lose ground because of improper footwork.
9. Practice running backwards every day so that you can improve. Learn something every day to make you a better pass defender.
10. Never let anyone get behind you. This is the WORST mistake you can make.
11. Lou & Rose must take advantage of the side lines. If the ball is on the hashmark and you are covering a receiver who is stationed near the sideline, face inward with your inside foot back. In this way you can view the entire offense and still see your man.

APPROACH & POSITION

1. When Lou and Rose are playing a HITCH, force the P.O. inside. Don't go for the inside fake, and have him turn outside of you where there is no help. Homer Jones likes this maneuver.
2. When playing an OUT make sure you go through the receiver from outside in.
3. Move up close on 7 & 8 man DOGS so the quarterback cannot complete the short passes. We have been guilty of lining up too deep and then retreating.
4. You have been told the proper position for each type of pass thrown. Maintain this proper position on the receiver and you will be able to increase your effectiveness.
5. Remember the position you maintain on the receiver must always allow you to maintain vision on the passer.
6. Never let the receiver get closer than three yards.
7. When playing an OUT, IN AND OUT, OUT AND IN, CURL, STOP, HITCH, and you have approached from the inside, remember you can reach across farther by using your inside arm. In addition you have more force to knock the ball downward.
8. Lou and Rose force the runner inside on wide plays and make him cut back where you have help.
9. When a receiver fakes, merely drop back another step, but do not decrease your speed or get turned. Try to keep an outside angle on receiver.
10. You can get too close as well as you can get too far.

11. The distance you play from your man varies with his ability and your ability, plus down and yardage. Usually receivers that do not have great speed and depend upon faking to get open are bothered by being played close.
12. Bounce a receiver occasionally to make him aware of what is coming next. When you decide to cut him down make sure you don't miss.
13. If a receiver is coming at you full steam you must give ground rapidly. Don't let him catch you waiting for a move. Learn to judge his approaching speed.
14. Get in the habit of covering your receiver closely and staying tight on him. Hound him all over the field. You will find that it is actually easier to cover this way once you get the practice. IF YOU PRACTICE PLAYING HIM LOOSE YOU WILL PLAY THAT WAY IN THE GAME.
15. Once you start up to stop a play -- you must be aggressive and not hesitant.
16. When going after the ball and you have the receiver covered, but are directly behind him, try to keep one arm on each side of the receiver as you go through his shoulders to the ball. Since almost anything is allowed if you play the ball, the defender should go through the receivers shoulders and go for the ball rather than the arms, or try to tackle.
17. When covering "Z" or "X" on a Fast Goal or Goal you must narrow your angle. You may have him covered, but will be two yards away with the same alignment unless you get in his path and narrow your angle. You then force the receiver to shorten his course and as a result present the quarterback with a different picture. As a result you are in a better position to cover. This applies primarily to Lou & Rose.

TACT POSITION

The tact position is the correct position a defender should have on a receiver.

Your relationship to the receiver should be a 2-3 position. Two yards outside (lateral) and three yards vertical depth when covering.

Always remember, the position you have on a receiver is everything on pass defense. In certain situations depending upon down and distance, the tact position will be 1-2. One yard outside (lateral) and two yards in vertical depth.

THE MOST DIFFICULT POSITION TO MAINTAIN IS THE VERTICAL POSITION.
More defenders are beaten because of this than any other factor.

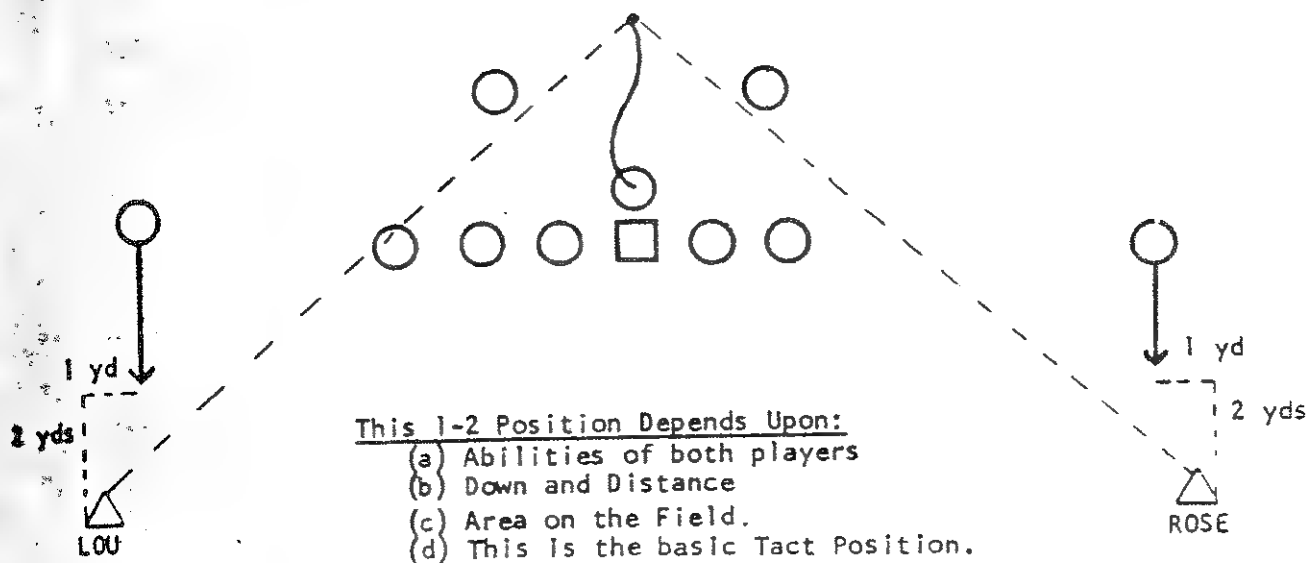
FLIGHT POSITION

Your position on the Receiver while you are covering, and the ball is in the air, is known as the Flight Position.

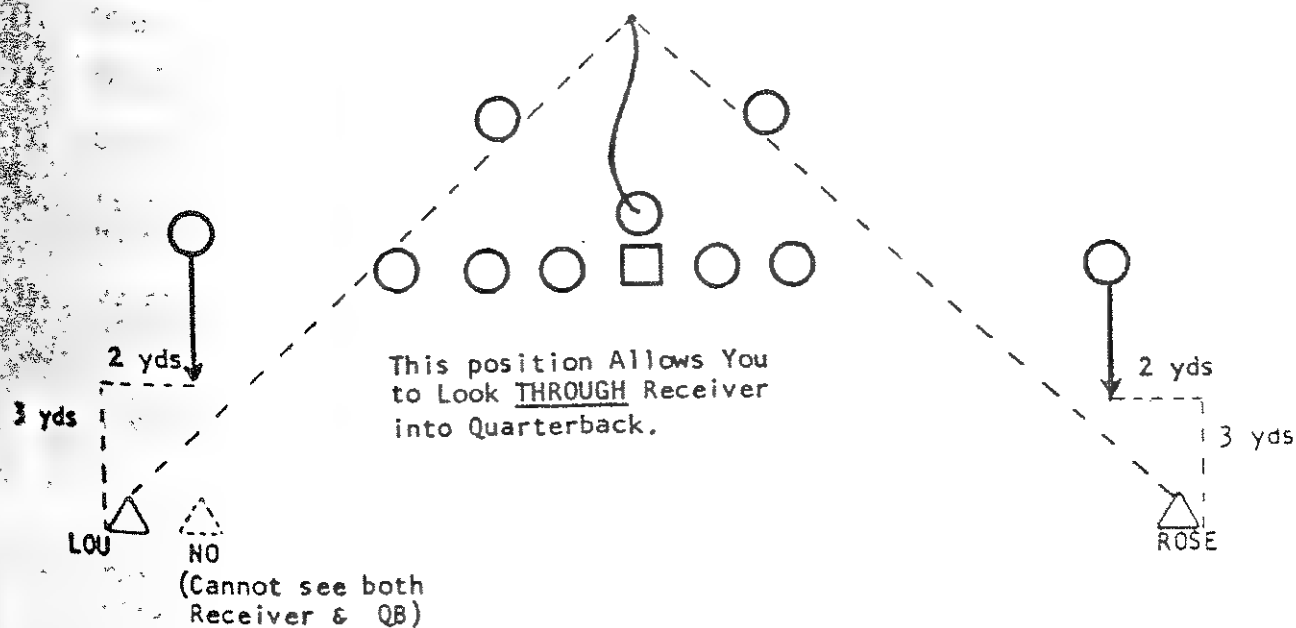
See Illustration page

POSITION IS THE KEY FOR BOTH COVERAGE AND INTERCEPTION

1 - 2 TACT POSITION



2 - 3 TACT POSITION



YOUR VERTICAL POSITION IS THE MOST IMPORTANT WHETHER IN ZONE, OR MAN FOR MAN, AND INVOLVES ALLOWING A RECEIVER TO GET BEHIND YOU.

WINNING THE BALL

1. Always play the ball at its highest point.
 2. When the ball is in the air, play the ball, not the receiver, and play it aggressively.
 3. Aggressiveness is one of the hardest things to teach on pass defense. It starts in practice against your own teammates and with helmets.
 4. Go up with two hands to break up a pass - two hands are better than one.
 5. Never play a hook until the ball is thrown and then belt him hard.
 6. Knock the ball down toward the ground, not up in the air.
 7. When the quarterback attempts to over-throw a receiver stay after the ball, you may be able to get an interception. Don't quit.
 8. Remember, you have equal rights for the ball once it is in the air, so play rough, but always play the ball not the man.
 9. Here is something that can really help you. Practice developing a "burst of speed" to the ball once it is in the air. Five or six strides with quick recovery at near top speed is a tremendous advantage.
- There will be times when you cannot get two hands on the ball and will be forced to use one hand. When you use one hand there is a tendency to tip the ball. Make sure you knock it down toward the ground.
11. Converge on the ball once it's in the air.
 12. Gamble a little, but know when to gamble. (Cannot do it consistently)
 13. Look through the receiver into the passer.
 14. Be rough and aggressive many of these receivers are inclined to be timid. Make them respect you.
 15. Be ready - to intercept a pass if it's deflected ---- don't quit.
 16. Yell ball, ball, ball, when a teammate is covering on long passes and has his back turned. Don't yell too soon because your teammate will turn to look and this will slow him down.
 17. Try to improve your peripheral vision in practice. All good defenders have this.
 18. There are times when you may have your man covered but, due to the type of pass thrown, it will be completed. A technique that is very effective, is to slap at the ball, before the receiver can put it away. In most instances, he will drop the ball. You are still in position to make the tackle if he holds the ball. Perfect this technique when covering your own receivers. Quick hands are a great asset.

INTERCEPTION

1. Watch the interception into your hands and then put it away.
2. Yell FIRE on an interception.
3. Practice making interceptions above head level. If you take it lower and wait, the receiver will usually get it. Washington of 49ers, Pearson of Cowboys, and J.D. Hill of Lions are excellent at this.
4. When making an interception in a crowd be sure to twist at the same time your opponent is attempting to get it away from you. You will get the ball every time.
5. If we have two defenders covering one receiver, the one who is in position to intercept should yell 'my my' meaning my ball. The other defender is right there and does not let up, but is ready for a deflected ball, block, or to help in any way. By doing this we will not be knocking each other off, and also increasing our interception chances.
6. Watch the nose of the ball on long passes to improve your judgment as to timing for an interception or to break up a pass.
7. After an interception most tackles are made by the intended receiver. The nearest back should block back on the intended receiver.
8. When you get an interception, go for the nearest sideline. Your yardage return will be greater by heading for sidelines.

ZONE

1. Be as deep as the deepest and as wide as the widest man in your zone.
2. Always keep your receiver far enough in front so you can see through to the passer.
3. Never break until the ball is thrown.
4. In zone coverage, carry a receiver approximately 5 yards and do so cautiously. Watch for a crossing man into your zone.
5. If two men come into one defensive man's zone, the defender is responsible for the deeper man of the two.
6. If you see two men coming into your zone yell "Help, Help, Help."
7. Don't worry about short passes being completed in front of you. They may bring first downs, but the long ones will bring the touchdowns.
8. Stop the "HOME RUN" pass. There is no reason for this type of pass being completed against a zone.

ZONE (Continued)

9. Look through the receiver into the passer on any zone defense. There is no need to switch in a zone.
10. All deep backs and linebackers in a zone should see the ball leave the passer's hand. You should not be turned before a minimum of 15 yards.
11. TALK - TALK - TALK. This will improve your coverage and allow for the necessary cohesion among the deep backs. REPEAT EVERYTHING THREE TIMES and loudly so that it can be heard.

ZONE ADVANTAGES

1. Stops the "HOME RUN" pass.
 - A. Cardinal Rule of zone is to never let a receiver get behind the defender, this helps stop the long TD pass.
 - B. Drop-back action of zone defenders makes it less possible than in other types of coverage.
2. The zone defense is simple to learn because the defender has:
 - A. An area to cover rather than an individual
 - B. Plays ball from the time it leaves the passer's hand.
 - C. Not distracted by receivers action as much because of this.
3. The defender in the zone has a clear picture up front which allows him to:
 - A. Diagnose running plays from pass plays.
 - B. Diagnose pass plays from running plays.
4. The zone pass defense has good depth which helps keep secondary from committing themselves forward.
5. Less speed is required by defenders in the zone because they are covering an area rather than an individual and play him loose.

ZONE DIS-ADVANTAGES

1. Short zones are usually open for passer to complete all types of short passes.
2. An area is left between the linebackers and secondary when the deep-backs start retreating immediately because the linebackers cannot drop back fast enough.
3. Delayed passes are effective against a zone.
4. Hook passes and flood passes are effective against a zone.

ZONE DIS-ADVANTAGES (continued)

5. Waggle passes and running passes are effective against the zone.
6. All types of screeners and draws are effective against the zone defense.
7. Unless experienced, the deep-backs have problems trying to cover width of the field.

MAN FOR MAN

1. When using man for man coverage it is more difficult to get interceptions. However, you must use point vision on the receiver and peripheral vision on the quarterback.
2. A bad habit when using man for man coverage is to focus so much attention on the receiver that you are never in position for an interception or you never see the ball in flight until it is too late.
3. When we are using man for man coverage, it is better to play too loose than too tight because it is easier for the quarterback to throw the "home run" pass.
4. Man for man coverage is "no stronger than its weakest link" (deep back) therefore, we must devote more time to perfect our coverage. Stay after practice and work on your weakness.
5. It is essential that you talk ...when using man for man coverage. You need all the help you can get and it is absolutely necessary to work as a four man unit. You are like out-fielders in baseball. You must develop team work.
6. There are patterns that we will have difficulty covering unless we "switch". Always make your preliminary calls.
7. Since it is easier to fool the defender you must develop your footwork to perfection and always be on balance. If you can cover in our "one on one drills" you can certainly cover him in the game. Don't be concerned about pass completions in this type of drill, but work for position on the receiver.
8. Remember during a game you never have time to really think out an offensive pattern. Instant reaction is demanded. This will only occur from constant drilling and is a must with individual coverage.
9. If you find that a receiver is continually getting too close and is upon you before you can react, most likely, you are watching back field action. Never be fooled by play action passes. Remember with man for man coverage you must use point vision on the receiver and peripheral vision on the ball.

HELPFUL HINTS FOR ALL DEFENSIVE BACKS

1. If you are having trouble covering a receiver, here is something that may help you. Concentrate solely on the receiver and nothing else, until he breaks. CONCENTRATE ON HIS BELT BUCKLE, not his feet or head.
2. Many times a defender is beaten and faked because he is attempting to cover too much with his eyes, for example, the quarterback, offensive lineman and the receiver.
3. After the receiver breaks and only after you get in stride with him, should you look back for the ball. Your teammate will help you by yelling ball!
4. Try this in practice at training camp, and see how it affects your coverage. This applies primarily for Lou and Rose.
5. Practice running backwards by increasing the distance from 10 yards to 20 - 30 and even 40 yards. We will have races going backwards without turning.
6. Practice running backwards every day. You cannot get too much of this. There will be periods when we omit this because of other items, but in order for you to improve your footwork and coverage, you must run backwards every single day.
7. You will be amazed how fast you can run backwards and still cut if you practice every day.
8. One on one (1 on 1) is still the best single coverage drill in football. Regardless of the type of pass defense, and even in a zone, it still involves man for man coverage. If you do not get enough 1 on 1, stay after practice. You must remain sharp, and need this every day, especially early in the week. Do this versus a receiver.

LINEBACKERS

1. The greatest area of improvement that our linebackers can make is to never turn your back on the quarterback when covering. You will get many more interceptions if you develop this practice.
2. The faster you can get back the more time you will have to recover and play the ball. Always look through the quarterback as you retreat in Z coverage. If you do this you will get interceptions.
3. Gang tackling is the most demoralizing maneuver in football and is a must for all good defensive teams. The linebackers are the leaders in gang tackling.
4. Every pass that a receiver catches make him bleed. Don't forget you can punish the other team much worse on defense. Make him cautious the next time he catches a pass.
5. Sprint back to cover your area and break at the proper angle. You must be under control at 10 yards so you can react without taking extra steps. Don't lose ground by breaking at the wrong angle.

LINEBACKERS (continued)

6. Our deep backs will communicate with you on two calls "in, in, in," "out, out, out," You must also do your share of talking to help them.
7. There is a tendency for the linebackers to get caught in the backwash on 48. This is due to not getting enough depth. In addition, you sometimes are not getting enough depth when stunting.
8. When you lose sight of the ball, stay at home. The Packers have taken advantage of this.

TACKLING

1. When tackling in the secondary, be sure. Sureness is better than how hard you hit them.
2. Ward off blockers with your hands. Try to hit and sift through blockers.
3. When defending the open-field, play blockers as long as possible.
4. If the weakside tackle is downfield the possibility of a pass is eliminated. Sam, especially must develop peripheral vision of this type to immediately recognize a run or pass. Do it while working against our offense.
5. Never, never take for granted a man is tackled.
6. On hitches, hooks, curls and all short passes, hit the receivers hard. Jar him loose from the ball. Make him "hear footsteps".
7. If a receiver catches a pass in front of you, tackle him hard enough so that the next time he comes out he will be cautious. Tackle him just below the numbers if he is coming head on, or on the small of the back if he is reversed. Drive upward hard. Do not go to your knees.
8. If your receiver doesn't get up right away after you tackle him you will increase your effectiveness in covering him the next time. Slow him down by jolting tackles.

GOLDEN RULES OF TACKLING

1. You must have and develop a desire to tackle the man with the ball.
2. Don't reach for the ball carrier. (hit through him)
3. Head up. (You have to SEE the runner to tackle him)
4. Follow through. (Don't stop until the whistle sounds.)
5. Lock hands or arms! (Then you KNOW you have him.)
6. Keep eyes open. (Blind men can't tackle.)

GOLDEN RULES OF TACKLING (continued)

7. Study your opponent.
8. Try to be one jump ahead of your opponent. You must always know the following:
 - a. Down
 - b. Distance
 - c. Score
 - d. Time

ALERTS

1. Yell "powder" on crack back blocks on the weak side and on the strong side. This applies to Lou and Rose.
2. Remember "plaster" when the quarterback is scrambling.
3. As soon as anyone on defense sees that a pass play is on he should yell "pass, pass, pass".
4. As soon as anyone on defense recognizes that a screen pass is on he should yell "screen, screen, screen".
5. On the hitch, stop, and curl maneuvers with a back trailing the receiver, the pass defender should try to tie-up the arms of the receiver as he may lateral. If unable to do this you should belt him hard in the middle and fumble could result. He is stepping backward as he makes the catch and you hit him hard enough a fumble will occur if he attempts to lateral.
6. On stops, hitches, etc. be alert for "tipped balls", when the receiver has been tackled quickly. This is especially true if the ball has been thrown above head level.
7. Yell "ball, ball, ball", when your teammate is going after a long pass and his back is turned. This alerts him that the man he is covering is the intended receiver and that the ball is in flight.
8. Be cautious in running up to a pile up, because the runner might push off or spin out. Walter Patyton of the Bears is good at this.
9. Play everything as a pass until you are positive it is a run. Then yell "run, run, run".
10. Lou and Rose yell over, over, over, on post and pow
11. Sam yells cross, cross, cross on Y.
12. Direct your linebackers by yelling "in, in, in," or "out, out, out," when covering curls and hooks. You must communicate with them to improve your coverage.
13. When Lou or Rose is on the weak side, never allow a receiver to sneak behind you. Deepen your angle.

ALERTS (continued)

14. Always be alert for fumbles, and never take anything for granted.
15. Watch for tip-offs. Every receiver and back has them.
16. The preliminary call for a switch is far and near. The call on the strong side is switch, switch, switch, and this must be answered by Sam before the switch is on. The call on the weak side is "take, take, take," and again must be repeated by Jill.
17. If your man attempts to use a stop and go maneuver, come up and hit him hard. Since the ball is not in the air this is legal. You eliminate the pass maneuver completely this way.

TAKE PRIDE IN DEFENSE ABILITY

1. Every deep back must take pride in his coverage and other defensive skills.
2. Our major defensive strength lies in Not making defensive mistakes.
3. A good defense will keep any game respectable. There is always hope for victory when there is confidence in the defense, even when behind by a close score.
4. Remember the Defense can score 5 ways, and the Offense only 3 ways.

DEFENSE CAN SCORE

1. Blocked Punt
2. Fumble
3. Pass Interception
4. Safety
5. Punt Return

OFFENSE CAN SCORE

1. Pass
2. Run
3. Field Goal

JILL

1. Jill should be the "spark plug" of our pass defense. He should be the leader in encouraging others to talk. He should call out the down and distance so the other deep backs can hear him. "Second and Twelve", etc.
2. When Jill is free he should see the ball leave the passer's hand. This will enable him to get more interceptions and increase the distance he can cover.
3. When Jill is free, he should increase his depth, so that he can extend his coverage.
4. Jill should study the actions of the passer to know quickly where he will throw. Watch the eyes of the passer.
5. Remember, confidence is essential for good pass defense. When the ball is in the air it belongs to the defense. Help give your teammates confidence by being positive.

JILL (continued)

6. Your approach and responsibility on wide plays to the 'W' side is very important. Your approach must be made to the outside of the "O" man on your side. The side back will always turn the runner inside to you because his approach is outside. Therefore, you must always keep an inside angle on the runner so that he cannot cutback inside of you. Do not ever run the play. We have been guilty of this in the past. McCutcheon of Rams is a great cutback artist.
7. You must take extra practice on playing the ball so that you will increase your interception distance. If you find that you are just missing an interception or arriving a step late you must improve your interception distance. Ask one of the quarterbacks to throw you a few long passes after practice each day. Five minutes a day will pay dividends.
8. When you are free you will find it advantageous to play the pattern at times. This comes with experience. You can then leave an instant before the ball is thrown and go to the intended receiver. This increases your chances for an interception.
9. On three deep defenses Jill should support on wide plays, he is in excellent position to. In the past he has been delaying and is picked off by Pow.

SAM

1. Your approach and responsibility on runs to the strong side is most important. Always make your approach slightly to the outside of the PI when he blocks. You must play everything as a pass first. However, when you recognize a run you should "fly up" but be under control to make the tackle. The side back will turn the play inside to you, therefore, you must approach from an inside angle on the ball carrier. Do not come up too wide and over run the play. Del Williams of 49ers is especially effective on this to your side. He does not have the necessary speed to sweep wide, but relies on setting up a cutback.
2. Sam will key the HB looking through the offensive tackle and guard. This will enable him to quickly diagnose the run from the pass and whether to expect help from Jill, as he also is keying the same back.
3. Sam may find the receiver is continually getting too close and is almost past before he reacts. When this happens, most likely you are watching the backfield action. Never be fooled by play action passes. You must develop a "happy medium" between check points #2 and #3.
4. You must develop the habit of talking to your linebackers. They can help so much on curls, hooks, etc. if you will let them know where the receiver is. Check yourself on this.
5. When the PI blocks and no back releases, you are free to read the quarterback and play the ball. Be sure you have communicated with Stub before you do this.

SAM (Continued)

6. Perfect your footwork for the "Steel" pass, the "Cross" pass, the Lookie Inside of Stub and the Lookie Outside of Stub. These are the ones you will face most frequently.
7. You are usually covering the biggest and strongest receiver. People like Jim Mitchell and Jackie Smith cannot be wrestled to the ground effectively, because they will usually carry you. We experienced this in the past. You must hit them low to bring them down.

REMINDERS

1. When our offense is running plays versus opponents defenses make sure you get something out of practice. Take your stance and play every run and pass. It is almost impossible to get too much work on pass defense. Pass defense is your bread and butter so take advantage of the time allotted and don't loaf.
2. In no other phase of football can one mistake be so costly. There is nothing more discouraging to our rushmen and the entire team than to have a hard earned point margin wiped out because of a slow reacting man on pass defense. This is also the phase that is most difficult to teach and one which requires a great deal of time and continual practice.

FILM

1. We can teach play recognition when viewing film by running the play back and forth before its completion. The deep backs will call out run or pass. This is valuable training and will help you get more out of the film.
2. Know the receiver you are covering. Study him in all the film we have. Know his strength and know his weakness.
3. Study other deep backs when looking at film of teams who have already played our next opponent. Don't be a spectator and always watch the ball carrier or passer.
4. Every time there is a pass completed on you someone is at fault, know the reason and study your footwork in the film
5. A projector is available whenever you wish to devote extra time to view yourself and others. Deep backs should analyze film the same as a quarterback.

6. When reviewing the movies of previous games, check your footwork to see if you made any false steps in covering.

GRADING

Pass defense men are graded mainly for positioning.

- (A) How close you allowed a receiver to get to you.
- (B) Playing the receiver too loose so that it is impossible to break up the pass.
- (C) Your position on the receiver when covering a "Goal", when covering a "Steel", when covering a "Cross", etc.
- (D) Whether receiver got to your outside.
- (E) Whether receiver got to your inside.

MENTAL ASPECTS

1. Don't worry about pass completions, but think only of stopping or intercepting the next one. If you must give ground, allow it between the 20 yd. lines. Remember the field of play will narrow and give you more advantages while restricting the offensive area inside the 20 yd. line.
2. Expect offensive errors and be mentally alert and ready for them at all times.
3. A good defensive back must have confidence in himself and the players next to him.
4. A good defense will win the close games.

TEN COMMANDMENTS OF PASS DEFENSE

1. Watching the team while in the huddle and as they break from the huddle.
2. Calling (Sam's responsibility) formation and its direction. STALL is Strong Left and STORR is Strong Right.
3. Lining up in the correct place with the proper alignment.
4. Calling the individual responsibility or the zone responsibility, knowing when you have help and how to use assistance.
5. Indicating, when called upon by the coach, your play responsibility whether pass or run.
6. Recognizing and calling out the pass pattern. Yell Steel, China, Etc.
7. Getting correct position on the receiver and maintaining that position.
8. Moving in for the pass interception and playing only the ball.
9. Yelling "Fire" for the interception.
10. Blocking for the interception. Don't look back for someone to block, but knock down the nearest opponent. The deep backs should get a block on every interception.

TEN COMMANDMENTS OF PASS DEFENSE (Continued)

(Summary of 4 elements)

If you have these four, we should have a strong pass defense.

1. RECOGNITION of the formation and where to line up.
2. Knowing the individual RESPONSIBILITIES or the zone responsibility.
3. Getting into POSITION ON THE RECEIVER.
4. Moving in to INTERCEPT the football.

SUMMARY

THE SECRET OF ALWAYS HAVING PROPER POSITION ON THE RECEIVER IS TO NOT LET THE RECEIVER GET YOU TURNED UNTIL HIS FINAL MOVE. BACK-PEDAL, SHUFFLE AND GLIDE BEFORE YOU EVER TURN. YOU MUST DEVELOP THIS AT TOP SPEED. PRACTICE THIS EVERY DAY TO REMAIN SHARP AND IMPROVED.

Great pass defenders are a combination of the following:

- a. AGGRESSIVENESS
- b. QUICK REACTIONS
- c. ALERTNESS
- d. LOOKING THROUGH THE RECEIVER INTO THE PASSER.
- e. ALWAYS HUSTLING WHEN THE BALL IS IN THE AIR, AND
- f. DETERMINATION TO GET THE FOOTBALL.

NOTE

There are 311 check points on these sheets.

How many do you know and how many can you perform?

FUNDAMENTALS

The role of fundamentals is a very vital one. The ability of your players to master fundamentals will determine whether you have an average or successful season. THERE IS NOT ONE CHAMPION OF ANY TYPE TODAY WHO HAS NOT MASTERED THE FUNDAMENTALS THAT ARE RELATIVE TO HIS OWN AREA.

Practice of fundamentals is time consuming, trying and tedious hard work. They can be mastered only by trial and error. It is imperative that they be done over and over so that they become automatic.

8. LINEBACKERS

a. GENERAL

Remember you have a job to do on every defensive play regardless of whether the opponents choose to run or not. You have a definite job to do as the play develops. If you follow instructions on each play, you should be a factor in almost every play.

b. STRONG SIDE

1. Your first responsibility is a running play outside your 0 man.
2. Your second responsibility is buzzing to the Out Zone -- watch the passer as you do it.
3. Delayed men in the flat on your side are your responsibility.
4. If no men come out in the flat -- give ground backwards and work to the inside as you watch developments -- but always be checking on the flat.
5. When a reverse play starts -- the side on which the ball ends up is considered strong side.
6. Jam -- shove, push, grab, bounce any receivers that come close to you as you carry out your assignments.
7. On sure passing downs -- line up deeper and wider for pass defense unless the defense calls for you to Jam a receiver or to DOG.

c. WEAK SIDE

1. Your first responsibility is a running play inside or outside of your 0 man.
2. Your second responsibility is buzzing to the Out Zone on your side on passes.
3. Run backwards at an angle -- watching the passer.
4. Keep receivers from getting deep down field by bouncing, grabbing or shoving them.
5. Weakside screens are more effective than Strongside screens. You MUST TURN THEM INSIDE. NEVER let a screen get outside of you.

d. DEFENSIVE PLAY VS. PI ("Y") AND NEAR ENDS.

1. STANCE.

- (A) Have your inside foot up. Usually employ a two-point stance, except in special situations.
- (B) Face slightly inward so that you will be able to see any offensive movement or movement of the ball. (There is danger of being hooked if you turn in too much).
- (C) Be set in your stance. (You should be in a position where there is no delayed movement before going forward to your point.)

2. DISTANCE FROM O MAN.

- (A) The distance will vary according to the defense called and the formation used by the opponents.
- (B) Usually line up as close to your O as you can without subjecting yourself to being "hooked" or "turned in". (You can play closer if you don't face in too much).

3. GETTING TO YOUR POINT.

- (A) Your point should be right behind the offensive line of scrimmage. (Take a medium, controlled stride with your inside foot.)
- (B) Be low when you reach your point. (Don't raise on your first step.)
- (C) The quicker you get to your point, the quicker you can start your next movement. (Your inside foot should move simultaneously with the center's hand or with any offensive movement that precedes the center's snap.)

4. THERE ARE TWO STAGES TO YOUR CHARGE:

- (A) Initial charge to your point wherein you diagnose the play. (You must be under control at the point.)
- (B) The secondary charge or going to meet the play once you see it being developed.

There should be no pause in your charge if the play has developed at the end of your first step.

5. MEETING INSIDE PLAYS AT THE POINT OF ATTACK

- (A) The success of stopping the play will depend on:
 - (a) Quickness in getting to your point.
 - (b) Quickness in diagnosing the play. This comes with study and practice.
- (B) Keep low and close the inside fast.
- (C) Go to meet the blocker. Play through him and keep your feet moving as you make contact.
- (D) Strike a low, lifting body blow on a trapper on trap plays.
- (E) See the ball carrier as you play the blocker.
- (F) Play the onside guard or onside tackle with your hands at all times if he pulls to your side. String the play out.

6. MEETING OUTSIDE PLAYS.

- (A) Be under control at the point.
- (B) Don't allow yourself to be hooked in at or near the point by one blocker. You can't afford to trade one for one.
- (C) Don't anticipate outside path of ball carrier. Close inside first. Don't change your direction until you actually see the ball and ball carrier outside you. Then go out laterally or obliquely backward and outward and get in position to make tackle if ball carrier delays or cuts back.
- (D) Once you are certain you see the ball, be sure to not be outside the ball carrier. Play off blockers and prevent all carriers from cutting back inside you.
- (E) Force the runner and blockers as deep as possible so that your teammates have a chance in the pursuit but don't open gate too soon or too wide between your position and that of your O Man.
- (F) Make the tackle if you can, but don't go around blockers to do it.
- (G) Always keep your hands in front of you to ward off blockers and use footwork to avoid blockers.

- (H) Don't crash your way over blockers on wide plays or the play is likely to be too far past you by the time you gain your control.
- (I) Don't make yourself vulnerable to being hooked by turning in too much.
- (J) On QUICK TOSSES, on which ball is immediately exposed, change normal tactics by taking an oblique line out to where you can meet the runner from the outside.

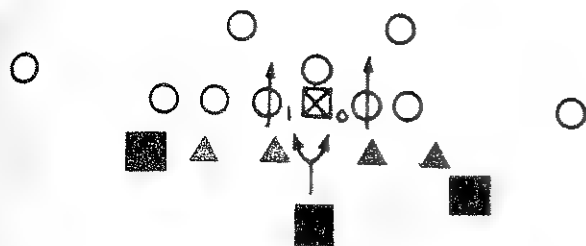
7. PLAYING INSIDE PLAYS AWAY FROM THE POINT OF ATTACK.

- (A) If either the Fullback or Halfback go up the middle, hold your point until you see the ball, then take a pursuit course where you will be a factor in the play.
- (B) By going too deep behind the offensive line and chasing the play, you eliminate your chances of making the tackle.

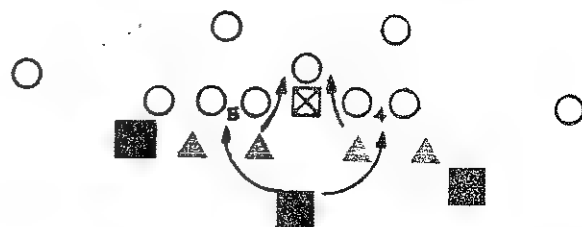
8. PLAYING WIDE PLAYS AWAY FROM THE POINT OF ATTACK.

- (A) When you are sure the Flow of the Backs is away from you, and there is no Back in position to execute a counter play; do not chase the play to the opposite flank behind the offensive line -- "slink" behind your own line but always expect a counter play.
- (B) Make sure the play isn't coming back to your side before you "slink" behind your own line to cut off the runner.
- (C) As long as there is a near back on your side, whether strongside or weakside, you must be cautious when leaving your SPOT.

46 JET

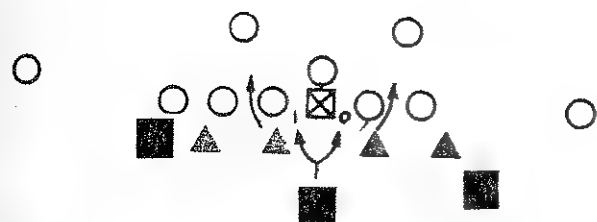


46 TITE



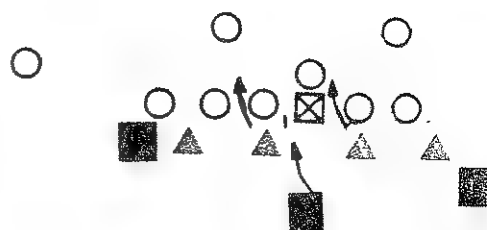
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46 WIDE



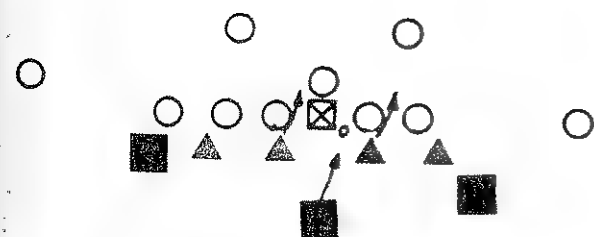
46 STOUT

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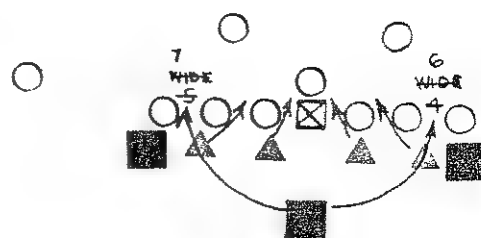


46 BOUT

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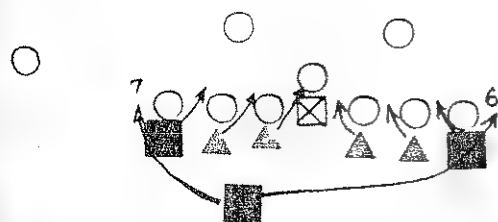


46 TITE INSIDE



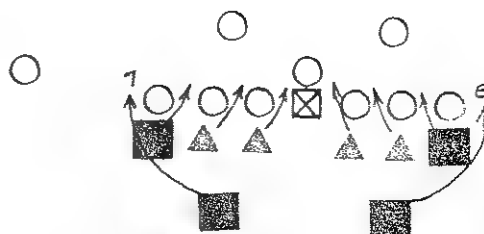
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61 TITE INSIDE



*Fill off tail of "BU's"

62 TITE INSIDE



*Fill off tail of "BU's"

REDSKIN DEFENSIVE PHILOSOPHY -- 1977

To be the No. 1 defensive team in professional football, we must improve our play in specific areas over our 1976 play. We must also continue to follow certain basic principles which are MUSTS for any alert, aggressive, disciplined and intelligent football team.

Listed below, you will find the specific areas that the coaching staff feels must be improved. Following these are the basic principles which have always been our "bread and butter" requirements:

1. Improved pass rush and more pressure on the QB.
2. Improved force of sweeps and outside plays.
3. Better containment of the QB by the individuals assigned that responsibility.
4. Improved short yardage and tough territory play.
5. Better overall covering to the ball once it is in the air.
6. Improved chucking and jamming of receivers by BU's and Deeks.
7. Always play the defense called and do not guess.
8. Every player must be willing to "pay the price" without constant urging by the coaches.
9. Take care of your own responsibility first before helping out elsewhere. Don't worry about another player's assignment, but perform your own job.
10. Total team Pride as well as individual "Pride."
11. Eleven (11) man pursuit at the proper angle. This is the backbone of all great defensive teams.
12. Improve tackling by being more aggressive. This is nothing but desire.
13. Punish the opposition and make them bleed for every yard. Dictate to the offense by shifting.
14. Score on defense by interceptions, fumbles, etc.
15. Force opponents to give up the football by gang tackling and vicious hitting. Be so rough and aggressive that opposing QB's do not relish playing against the Redskins.

NOTE:

We define gang tackling as a minimum of three (3) men punishing the offensive player who has possession of the ball, whether he is a receiver, ball carrier or quarterback.

DEFENSE GOALS -- 1977

To continue to have a winning team, we must strive to achieve our goals in the established categories. It will take hard work and a concentrated effort by everyone to achieve these goals, but if we all do our jobs, it can be done. Achievement of these goals can carry us to the playoffs, and a shot at our Ultimate and Most Important Goal.

Championships are built around consistent defensive play, and only a top performance by everyone will lead us to our goal.

Let's strive to be Number 1 in all categories in 1977.

1. Intercept a minimum of 28 passes in 14 games.
1976 - 26 Interceptions - 2nd in NFC
1st - Los Angeles - 32 Interceptions.
2. Return these interceptions a total of 500 Yards.
1976 - 190 Yards - 11th in NFC
1st - Detroit - 445 Yards
3. Force opponents to fumble a minimum of 35 times.
1976 - 38 fumbles - 1st (T) in NFC
4. Recover 24 of these 35 forced fumbles.
1976 - 23 recovered fumbles - 2nd (T) in NFC
1st - St. Louis - 24 recovered
5. Sack the opposing QB a minimum of 42 times with and without Red Dogs.
1976 - 44 sacks - 5th in NFC
1st - San Francisco - 61 sacks
6. Keep the opposing QB's completion % below 48% of attempts.
1976 - 41.2% - 1st in NFC
7. Allow no more than 10 TD passes for the season.
1976 - 11 TD passes - 2nd (T) in NFC
1st - Minnesota - 8 TD passes
8. Keep opponents rush average per attempt to a maximum of 3.4 yards.
1976 - 4.0 yards per attempt - 8th (T) in NFC
1st - Los Angeles - 3.6 yards per attempt.
9. Keep opponents total yards gained rushing and passing below 3500 yards for the season.
1976 - 4122 yards - 7th in NFC
1st - San Francisco - 3562 yards
10. Score on defense at least 6 times.
1976 - 1 TD / 1 Safety - 6th (T) in NFC
1st - Detroit/New Orleans - 4 TD's
11. Last, but most important, keep opponents total points below 190 for the season.
1976 - 217 points - 6th in NFC
1st - Minnesota - 176 points.
12. Play the defense called.

TEN WAYS TO FORCE FUMBLES

1. JAM YOUR HEAD GEAR INTO THE BALL as you make the tackle. Even if you do not accomplish your objective you are still in good position to bring the runner down.
2. If you are the second or third man in on a tackle, GO FOR THE FOOTBALL. This applies when the first tackler has stopped his momentum.
3. If you are being contained by a blocker and cannot get a good shot at the runner, reach out for the ball with both hands. ACTUALLY TACKLE THE FOOTBALL WITH BOTH HANDS.
4. If you are approaching the runner FROM BEHIND AND TACKLING HIM HIGH, you can sometimes PUNCH THE BALL LOOSE.
5. If you are approaching the runner from behind and you are the second or third man, GO FOR THE ELBOW. A lifting action on the elbow will sometimes force the runner to fumble. The ball carrier cannot retain the football with a lifting movement on the elbow.
6. The BLOCK TACKLE is another effective way to force fumbles. This can be used effectively from the runners blind side. This is also effective on receivers who are running crossing patterns.
7. When rushing the quarterback, GO FOR HIS PASSING ARM AND SLAP AT THE FOOTBALL. This is effective when he is back pedaling. Linebackers who get in quickly are in good position to slap at the ball.
8. Keep in mind the BALL CARRIERS AND RECEIVERS WHO ARE APT TO FUMBLE. Try to know the characteristics of each. By way of illustration, a runner who is the type that spins, pivots, and twists a lot is the type who leaves himself open to allow you to force a fumble.
9. The best method of all to force fumbles is to GANG TACKLE. Hitting a runner from different angles will often dislodge the football. In addition, it will take something out of the runner.
10. There are times when deep backs can force fumbles due to the type of pass thrown. A technique that is very effective is to SLAP AT THE BALL BEFORE THE RECEIVER CAN PUT IT AWAY. Many times he will drop the ball, of course, this could be ruled an incomplete pass, but there are times when the official will rule the pass complete and then a fumble. Try this in practice against our own offensive receivers.

PRACTICE PROGRAM OBJECTIVES

1. We play PASS DEFENSE the way we practice...form good habits...WE PRACTICE AT TOP SPEED ONLY.
2. The ball is passed for us to INTERCEPT. We INTERCEPT EVERY BALL WE CAN GET OUR HANDS ON. WE RETURN EVERY INTERCEPTION 30 YARDS.
3. Our first objective on PASS DEFENSE IS TO SCORE.
4. Always strive to play the ball at its HIGHEST POINT. If we can't INTERCEPT the ball, we KNOCK IT DOWN OR STRIP the ball from the receiver's arms.
5. HIT and DELAY every RECEIVER who RUNS THROUGH OUR AREA.
6. NEVER HAVE ANY DOUBT THAT YOU CAN COVER A RECEIVER. HOUND HIM UNMERCIFULLY until he knows who is the BETTER MAN and who is the TOUGHEST. This applies whether he is the PRIMARY RECEIVER or SECONDARY RECEIVER.
7. We don't care HOW LONG THE QUARTERBACK HOLDS THE BALL. The longer he keeps it, the better it is for us. THIS IS OUR MOTTO, NOT OUR EXCUSE.
8. We keep account of the TD PASSES THROWN IN PRACTICE. There is a REASON FOR FOR EVERY TD PASS.
9. We must have MORE INTENSITY, TALKING AND CONCENTRATION DURING PRACTICE to improve our defense.
10. Honest application of these objectives WILL RESULT IN IMPROVEMENT.

TOUCHDOWN PASSES ALLOWED -- 1976

Last year the Redskins defense allowed 11 TD passes. Minnesota led the Conference in this category by allowing only 8 TD passes. Our objective is to WIN THE SUPER BOWL and to LEAD THE CONFERENCE and LEAGUE in all defensive statistics. We must strive for a better understanding of our total defense and better coordination between everyone. Proper coordination and communication are absolute musts and cannot be stressed enough in practice.

<u>1971</u>		<u>1973</u>		<u>1975</u>		<u>1976</u>	
<u>Total</u>	10	<u>Total</u>	12	<u>Total</u>	17	<u>Total</u>	11
Fischer	3	Owens	3	Owens	3	Houston	3 - Giants (Rhoads)
Owens	1	McClinton	3	Fischer	3		- Lions (Jarvis)
Hanburger	1	Houston	2	Hanburger	2		- Cowboys (Johnson)
Others	5	Fischer	1	Houston	1	Fischer	3 - Eagles (Smith)
		Defense	1	Dusek	1		- Bears (Scott)
		Others	2	Defense	1		- Chiefs (Brunson)
				Others	6	Scott	1 - Cardinals (Cain)
<u>1972</u>		<u>1974</u>				Owens	1 - Chiefs (White)
<u>Total</u>	10	<u>Total</u>	13			Lavender	1 - Giants (Gillette)
Fischer	3	Owens	3			Hanburger	1 - Cardinals (Metcalfe)
Others	7	Fischer	3			McClinton	1 - 49ers (Williams)
		Houston	2				
		McClinton	1				
		Others	4				

INDIVIDUAL LEADERS

(15 Game Total)

	1976 (15)	1975 (14)	1974 (15)	1973 (15)	1972 (17)	1971 (15)
TACKLES:						
McInton	103	88	75	45	46	--
Houston	77	57	65	54	--	--
Hanburger	76	85	64	110	95	77
Talbert	60	51	50	68	45	53
Dusek	55	65	--	--	--	--
McDole	54	78	63	65	60	58
Lavender	48	--	--	--	--	--
Scott	43	--	--	--	--	--
Butz	41	--	--	--	--	--
Fischer	35	38	45	56	82	--
Johnson	32	43	--	--	--	--
Brundige	29	50	53	49	--	16
Owens	18	29	32	53	49	45
Brown	7	--	--	--	--	--

ASSIST AFTER TACKLE:

McInton	49	49	44	27	19	--
McDole	47	30	33	43	51	41
Scott	44	--	--	--	--	--
Dusek	34	29	--	--	--	--
Johnson	32	28	--	--	--	--
Houston	30	50	22	24	--	--
Butz	28	--	--	--	--	--
Talbert	26	26	28	27	26	35
Hanburger	25	26	24	32	34	33
Brundige	18	25	32	40	31	8
Lavender	14	--	--	--	--	--
Fischer	12	14	15	14	10	--
Owens	12	6	12	21	27	27
Brown	4	4	--	--	--	--
Tillman	1	--	--	--	--	--

KNOCK DOWNS & BATTED BALLS:

Fischer	13	3	7	8	18	16
Lavender	12	--	--	--	--	--
Houston	7	6	9	9	--	--
McDole	6	4	2	5	8	5
Hanburger	5	2	4	3	3	11
Owens	3	2	3	2	8	10
McInton	2	3	4	0	5	--
Dusek	2	5	--	--	--	--
Scott	1	--	--	--	--	--
Brown	1	--	--	--	--	--
Brundige	1	2	0	0	0	0
Talbert	0	0	2	4	0	4

SACKS:

Talbert	13	11	9	10	12	7
McDole	9	6	6	5	4	--
Johnson	6	5	--	--	--	--
Brundige	5½	8	6	16	5	7
Hanburger	3	4	2	3	4	--
Butz	2	--	--	--	--	--
Dusek	2	--	--	--	--	--
McInton	1½	--	--	--	--	--
Mysocki	1	--	--	--	--	--
Brown	1	--	--	--	--	--
Owens	1	--	--	--	--	--

INTERCEPTIONS:

Lavender	8	--	--	--	--	--
Houston	5	4	2	6	--	--
Fischer	5	3	4	3	4	3
Scott	5	--	--	--	--	--
Brown	1	1	--	--	--	--
Hanburger	1	3	4	1	5	1
McInton	1	0	1	0	2	0
Dusek	1	0	--	--	--	--
Johnson	0	57	--	--	--	--
Owens	--	25	59	123	0	27

YARDS INTERCEPTION RETURNED:

Lavender	55	--	--	--	--	--
Fischer	43	4	69	99	61	103
Houston	38	33	40	32	--	--
Scott	29	--	--	--	--	--
Hanburger	20	81	6	45	113	17
McInton	18	--	14	0	22	0
Brown	8	33	--	--	--	--
Dusek	0	--	--	--	--	--
Johnson	0	57	--	--	--	--
Owens	--	25	59	123	0	27

TOTAL YARDS OPPONENTS GAINED -- 1976

In breaking down the entire 1976 League schedule, from a total yardage gained (net) ~~will~~, we have established the following four (4) categories of the type of game a ~~active~~ team played.

EXCELLENT

(Should Win)

Opponent held to less than 225 Yards

GOOD

(Probable Win)

Opponent held to 226-275 Yards

AVERAGE

(50-50 Chance)

Opponent held to 276-325 Yards

BAD

(Should Lose)

Opponent gained over 325 Yards

The 1976 League average per game was 302.6 Yards (Net).

Average rushing yardage - 150.6 Yards

Average passing yardage - 152.0 Yards

TOTAL YARDAGE - 302.6 Yards

This statistic encompasses the entire NFC 14-game schedule.

1976 REDSKINS RESULTS

DATE	OPPONENT	TOTAL YARDS GAINED	REDSKINS
<u>EXCELLENT CATEGORY</u> - (6) (5) (1) (6) (3)			
Nov. 14	New York Giants	170	Lost
Nov. 28	Philadelphia Eagles	194	Won
Dec. 12	Dallas Cowboys	203	Won
Sept. 19	Seattle Seahawks	205	Won
<u>GOOD CATEGORY</u> - (5) (4) (1) (5) (3)			
Dec. 17	Detroit Lions	247	Won
Oct. 21	Dallas Cowboys	253	Lost
<u>AVERAGE CATEGORY</u> - (2) (1) (1) (2) (1)			
Dec. 5	New York Jets	284	Won
Dec. 25	St. Louis Cardinals	306	Won
Nov. 21	St. Louis Cardinals	307	Won
Oct. 12	New York Giants	315	Won
<u>BAD CATEGORY</u> - (1) (0) (1) (1) (7)			
Nov. 7	San Francisco 49ers	385	Won
Dec. 3	Chicago Bears	392	Lost
Nov. 27	Philadelphia Eagles	418	Won
Oct. 10	Kansas City Chiefs	443	Lost
<u>REDSKINS AVERAGE</u> -- 1976			

RUSHING: 157.5PASSING: 136.9TOTAL: 294.4

The Redskins average vs. the rush is over the League average. This must be improved. We ranked 7th in overall defense in the NFC. We must strive to be Number 1. We won't be Number 1 until we eliminate the bad games.

The following chart shows our opponents scoring by quarters against us. We should strive to keep the average per quarter around the 3.5 mark to continue winning. We need to improve our 2nd and 4th quarters.

Redskin opponents scoring by Quarters -- 1976

	1st Quarter	2nd Quarter	3rd Quarter	4th Quarter	TOTAL
1. NY Giants	3	7	0	7	17
2. Seattle	0	0	0	7	7
3. Philadelphia	3	7	0	7	17
4. Chicago	10	10	7	6	33
5. Kansas City	6	10	7	10	33
6. Detroit	0	0	0	7	7
7. St. Louis	0	7	0	3	10
8. Dallas	7	0	10	3	20
9. San Francisco	0	14	0	7	21
10. NY Giants	3	3	3	3	12
11. St. Louis	7	0	0	3	10
12. Philadelphia	0	0	0	0	0
13. NY Jets	0	3	6	7	16
14. Dallas	0	7	7	0	14
TOTAL	39	68	40	70	217
AVERAGE	2.78	4.85	2.85	5.0	15.5
PLAYOFF:					
1. Minnesota	14	7	14	0	35

	1st Half	2nd Half
TOTAL	107	110
AVERAGE	7.64	7.85

WHOLE GAME SEASON	
TOTAL	217
AVERAGE	15.5

1976 INDIVIDUAL PASS DEFENSE STATISTICS & INFORMATION

NAME-POSITION	POSITION ON RECEIVER GRADE	INTERCEPTIONS	KNOCKED DOWN & BATTED BALLS	INTERFERENCE OR HOLDING CALLED
FISCHER (Low)	85%	5	13	1
LAVENDER (Nose)	84%	8	12	1
HUSTON (Sam)	89%	5	7	2
SCOTT (Jill)	87%	5	1	0
BROWN (Nickle)	87%	1	1	0
DODS (Jill & Nickle)	79%	0	3	0
HUBBARD (Rip)	87%	1	5	0
MELTON (Doc)	84%	1	2	0
DEER (Link)	82%	1	2	2
TOTALS		27	46	6

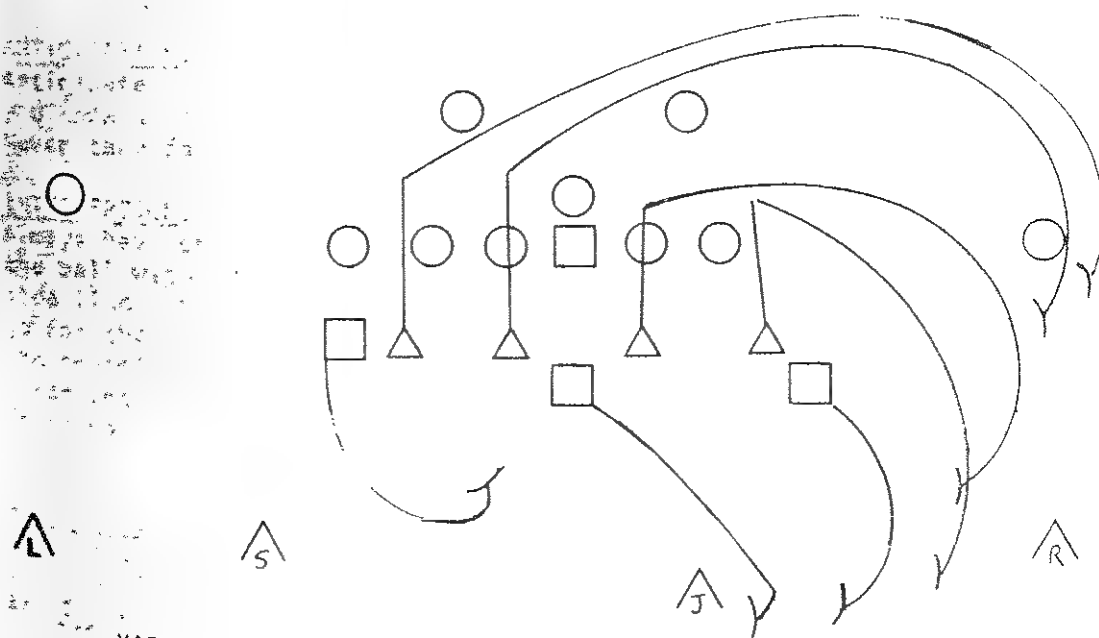
CATEGORY	1971		1972		1973		1974		1975		1976	
	RESULT	RANK	RESULT	RANK	RESULT	RANK	RESULT	RANK	RESULT	RANK	RESULT	RANK
Opponents' Points	190	2nd	218	1st	198	3rd	196	3rd	276	5th-T	217	6th
Opponents' 1st Downs	213	5th	223	7th	233	7th	210	3rd	255	7th	215	4th
Rushing	73	2nd	95	3rd	89	3rd	79	3rd	105	6th-T	109	6th
Passing	119	8th	108	5th	119	10th-T	114	8th	128	9th	91	2nd
Penalties	23	11th	20	10th-T	25	13th	17	6th-T	22	10th-T	15	3rd
Opponents' Yards Gained	3523	3rd	3595	2nd	3774	4th	3265	1st	4483	7th	4122	7th
Rushing (Net)	1396	2nd	1733	3rd	1603	3rd	1439	3rd	2047	8th	2205	10th
Passing (Net)	2127	5th	1862	3rd-T	2171	9th	1846	2nd	2712	10th	1917	6th
Opponents' Rushes	408	2nd	427	2nd	480		412		525	8th	555	11th
Average Yards per Rush	3.4	2nd	4.1	6th-T	3.3	1st	3.5	4th-T	3.9	6th	4.0	8th-T
Opponents' Passes Attempted	411	11th	367	11th-T	404		400		389	8th	354	6th
Completed	191	7th	186	10th	203	11th	197	8th	217	9th	146	2nd
Per Cent Completed	46.5	2nd	50.7	5th	50.0	2nd	49.4	3rd	55.8	12th	41.2	1st
Intercepted	29	1st	17	7th-T	26	1st	25	1st	18	8th	26	2nd
Yards Returned Int. Pass	480	2nd	287	2nd	598	1st	328	3rd	335	6th	190	11th
Individual Int.	8	3rd-T	4	7th-T	6		5		4		8	2nd-T
Returned for TD	5	1st	1	4th-T	4	1st	2	1st-T	2	7th	0	5th-T
TD Passes Allowed	11	3rd	10	2nd	12	4th	13	6th-T	17	9th	11	2nd
Times QB Thrown for Loss	36	4th	35	4th	53	1st	31	5th-T	36	6th	44	5th-T
Opponents' Yds Lost Passing	321	2nd	268	3rd-T	355	1st	250	6th	276	8th	324	6th
Opp. Fumbles Forced	22	11th-T	28	9th	35	3rd-T	28	5th-T	27	10th	38	1st-T
Opp. Fumbles Recovered	12	11th	16	5th	18	3rd-T	15	4th	19	3rd-T	23	2nd-T

INTERCEPTION RETURNS

Introduction;

We have an organized interception return that can win football games for the Redskins. This return will gain many valuable yards and can result in a touchdown or good field position. LET'S SCORE ON DEFENSE!

1. Rule - return to the nearest sideline, more yardage is made this way than any other method.
2. The Back intercepting will start upfield and then cut to near sideline.
3. The nearest defender block back on the intended receiver. He is the one who will make the tackle 8 times out of 10.
4. Interception Captain must get his team to set up the wall in practice after every interception.
5. The back must return the ball at least 30 yards in practice.
6. We can win games if everyone will hustle to the nearest sideline and pick out a duck. Do not clip and do not throw an unnecessary block if interceptor is on his way.
7. Ball thrown to your side, peel back to your side.
8. Ball thrown to opposite side or middle, keep on going thru and peel to opposite side.



YARDAGE GAINED ON INTERCEPTION RETURNS

<u>1971</u>	<u>1972</u>	<u>1973</u>	<u>1974</u>	<u>1975</u>	<u>1976</u>	<u>TOTAL</u>
430 Yds 5 TDs	287 Yds 1 TD	598 Yds 4 TDs	328 Yds 2 TDs	335 Yds 2 TDs	190 Yds 0 TDs	2218 YDS. 14 TDs

NINE IMPORTANT FACTORS FOR BU'S & DEES INVOLVING GOOD PASS DEFENSE

105.

1. **CONFIDENCE:**
You must want the opposition to throw the ball into the area in which you are protecting. You must believe that you cannot be thrown on. Never let a completed pass kill your confidence. The pass that was completed was an accident.
2. **DESIRE:**
You must have that burning desire to be the best pass defensive football player on the squad, and then develop yourself to be the best in the NFL at your position. Have a desire to want to play pass defense. Don't be the player who only wants to play just enough to get by.
3. **KEYS:**
Always read your keys and never make a mistake. You cannot have your back turned to the offensive men that you are keying and you cannot have your eyes closed or head down. You must perfect your keys in practice.
4. **WORDS:**
Be a talker as well as a good defender on pass defense. Never be the Silent Sister. You must Yell. "Cross! Cross! Cross!, Over! Over! Over!" when these situations develop. Always say to yourself before each play, "It is going to be a pass". This is only relative to deep defenders. If there is a split end or a flanker to your side, you should always say to yourself: First -- "He can get deep and inside" Second -- "He can get deep outside". Third -- Always be aware of the nook and go. Keep your distance. Your rule on a hook applies.
5. **POSITION:**
You must always have good position on the receiver. This is the secret to a great Pass defense...Your position on the receiver. There is a proper position for every type of pass. This factor alone can kill you as a pass defender. Start movement when receiver is about 5 yards away. Always keep 3 yards vertical depth on the receiver and slightly outside of him. Never get any closer than 6 yards on the side line. The side line is the twelfthman on your team if the receiver catches the ball in this area.
6. **ANTICIPATION:**
Anticipate as to when the passer will turn the ball loose. Every passer will let you know when he is turning the ball loose. Study him - "Get a jump on the ball!" Never take fakes by backs faking into line, and keep covering the receiver.
7. **INTERCEPTION:**
Always have one thought in mind, get that football - Time your jump - Get after the ball with both hands - Take the outside route, unless the receiver is on the side line. Search the Receiver--Yell "Fire!" if you are intercepting. Always go for the ball once it is in the air. Play to intercept every pass thrown by the opposition. There is not a quicker way to kill their pass offense. Always intercept the ball as high as possible. Be sure to go through the receiver to intercept it - don't gamble by going in front or inside the receiver unless the ball is low and you are sure of an interception.
8. **PASS PATTERN RECOGNITION:**
Study their favorite routes - you will work against them during the week. Be able to recognize the pattern when it unfolds. This is vital for every man on secondary - reading the Pattern. They will have favorite men to throw to, too, every team does.
9. **BE BACK:**
Always have one thought in mind when you intercept and that is to run the ball back across the opponent's goal line. Your nearest teammate to the intended receiver should block back on him. Always run interference for your teammate who has intercepted.

PASS DEFENSE

PASS DEFENSE IS THE COMBINATION OF THE RESPONSIBILITY OF PLAYING THE MAN WITH THE BALL AND WITHOUT THE BALL.

THE STRICT AND NEVER CHANGING POSITION IS MAN -- BALL -- YOU, REGARDLESS OF ANY OFFENSIVE MOVEMENT. OUR MAIN CONCERN IN PLAYING ANY PASS DEFENSE IS "TO HELP OUT."

REPETITION IS THE ONE MOST IMPORTANT AND SUCCESSFUL TEACHING AID. IT MAY APPEAR USELESS AT TIMES, BUT IT IS VITAL.

YOUR VISION

- A. Peripheral vision can be improved with practice.
- B. You may lose the ball, but not the man, if any choice must be made.
- C. This is important for our team defense.
- D. Jill must improve his peripheral vision.

INTERCEPTION PRACTICE

Working with a new thought in mind, we should get interception practice all during the practice sessions; three, four, five minutes at a time while the offense is running their plays and we are simulating opposing defenses.

Interceptions are mostly a matter of mind set and while you are fresh you can get a few under concentrated conditions. We can improve our interception record. We had our hands on many batted balls last year and possibly one more interception could mean a game.

KNOW YOUR MAN

Certain people can be overplayed. For example, you can overplay Washington (S.F.) and Dougherty (Colts). For an illustrative purpose, if P. Fischer were covering Washington he could overplay him for the interception on most every pass. Sometimes a slower defender does a fine job on Washington by overplaying him to some extent.

KNOW YOUR MAN (Continued)

My only thought in mentioning any of this is to place emphasis on KNOWING YOUR MAN. Know his speed and Know his moves. Howard Twilley of Miami, does not have outstanding speed, yet he could give a player like Pat Fischer problems with his moves, so that he cannot overplay Twilley. Part of this is due to the fact that Pat has not played enough against Twilley to know him. It is important to study the film on players of this type so that you have a knowledge of him. Keep a book on every receiver.

Occasionally, you will face a player who runs practically only one pattern. Naturally peculiarity of this type must be checked out.

TALKING

ONE OF THE MOST DIFFICULT THINGS FOR ANY COACH TO DO IS TO GET HIS PLAYERS TO TALK ON DEFENSE. IF YOUR TALKING, YOU'RE THINKING. AND I FIRMLY BELIEVE THAT TALKING TAKES A GREAT DEAL OF "PRESSURE" OFF ANY BALL PLAYER. TO ME, TALKING IS SECOND ONLY TO MOVING THE FEET AS AN ESSENTIAL FUNDAMENTAL IN GOOD DEFENSE. WITHOUT TALKING YOU DON'T HAVE A CHANCE TO BE A GOOD DEFENSIVE TEAM.

TEAM WORK

We feel that each individual must be playing well defensively before we can be effective defensively as a team.

Drills are employed to foster any one of the following three facets on defense:

1. AGILITY.
2. BODY BALANCE AND POSITION.
3. TO SIMULATE IN PRACTICE ANY CONDITION THAT WILL BE ENCOUNTERED IN A GAME.

SUMMARY OF FORCE RULES

1. CONTAIN MAN (IMMEDIATE FORCE)
2. CUT BACK MAN (TWO OF THEM STRONG SIDE)
3. SUPPORT MAN
4. REAR PURSUIT MAN
5. CUT OFF MAN (USUALLY TWO OF THEM)
6. SECONDARY RUN SUPPORT MAN

WHEN TO USE SLICE FORCE

1. FREDDIE SITUATION (1 & 10)
2. 46 KEY & WEED
3. 46 FIELDER
4. STOWAWAY (STAB)
5. 46 "C" END (CAIN - JILL)
6. MINNESOTA
7. 49
8. COMBO "C"

COUNTERS FOR "C" END

1. CAIN
2. WILLIE & TILLIE
3. SLICE FORCE (REG & SAM SWITCH)
4. 54
5. "21"
6. TITE 2-D
7. MOB
8. WIDE KEY CAIN (OR ANY COV.)
9. BOUT (LES OR ROD)
10. AUD. 44

TEAM PURSUIT

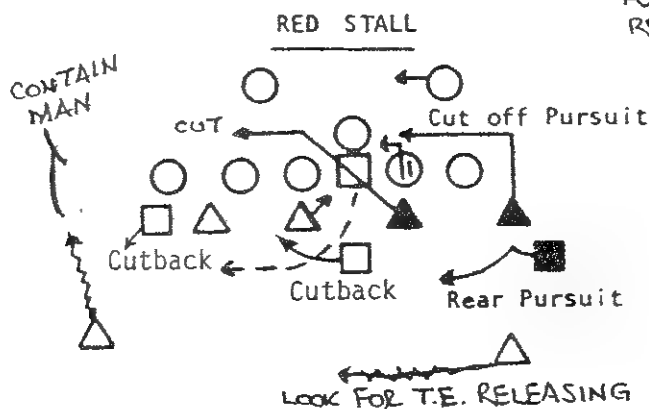
All great football teams have organized pursuit. Pursuit involves eleven players. McDole, Hanbunger, Dusek and Talbert are among the best in the League in this department. This year we want to break down our pursuit into divisions and define it a little differently. The two types of pursuit are as follows:

DIAGRAM

SAM & JILL MAKE
FORCE CALLS - CORNERS
REPEAT THEM.

STRONG SIDE
FREDDIE

PASS FIRST
REPLACE WHEN
"E" BLOCKS ON SAM.



PASS ALL THE WAY

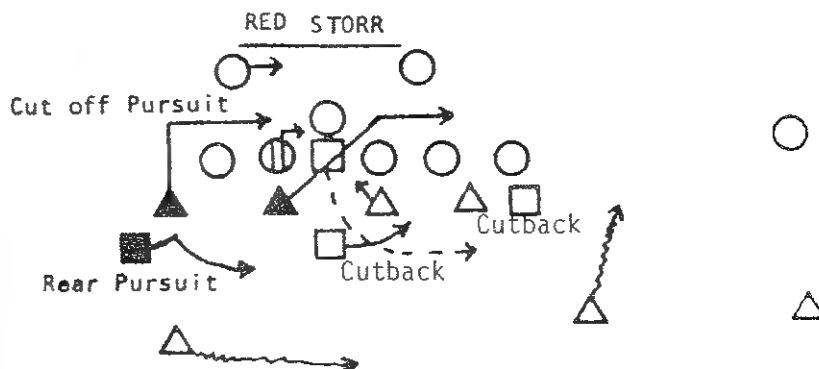
If LG pulls, Ric does Cutoff Pursuit.
If Center blocks back on Ric, he does Rear Pursuit.

A. CUTOFF PURSUIT

Cutoff Pursuit is designed basically for the offside rushmen and is part of the O or I Man's duty after they have made their initial penetration to a designated point. At this time, because of the nearback away action, they will go into a Cutoff Pursuit. Once this has been determined the O-Man will after no more than one step pursue down the line into a Cutoff position taking away any cutbacks on the part of the offensive back. The O-Man will always keep in mind his alerts of OS, screen center, reverses or bootleg. The I-Man thru quick moves can defeat a FB or seal block when headon Guard pulls onside. If offensive Center or Guard position blocks him he will then be forced to go into a Rear Pursuit.

B. REAR PURSUIT

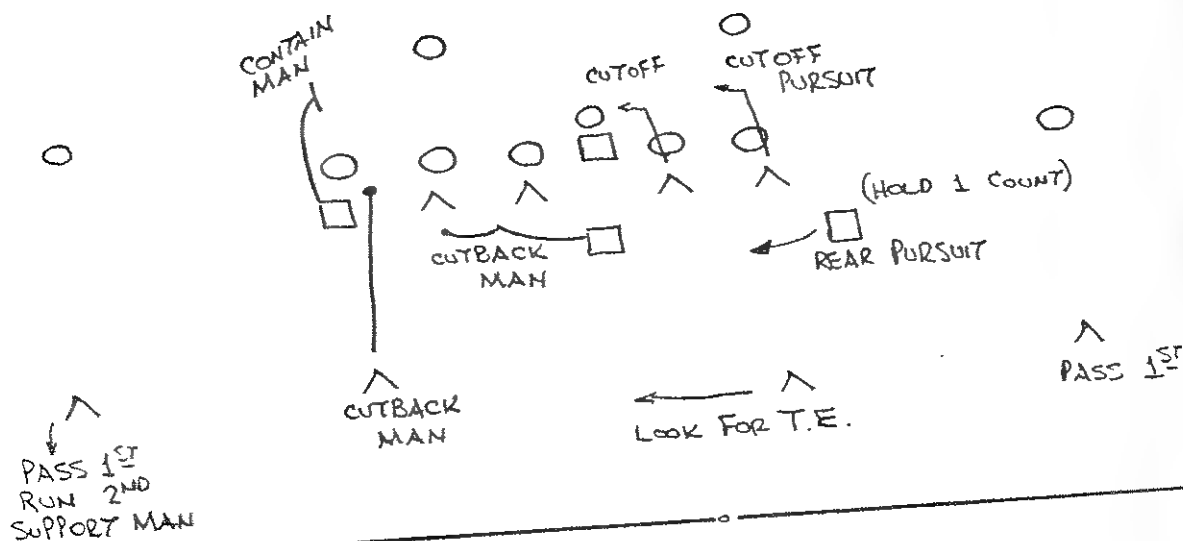
Rear Pursuit is designed basically for the offside BU and I-Man and comes because of nearback away action by the offensive backfield. The BU because of away action will pursue to rear of his line and the I-Man if blocked by Center or Guard will then go into Rear Pursuit.

DIAGRAM

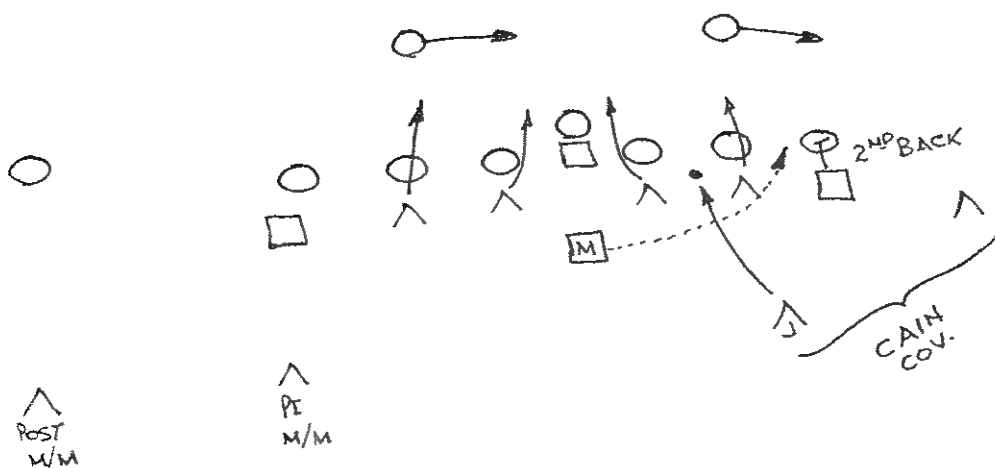
If RG pulls, Lin does a Cutoff Pursuit.
If Center blocks back on Lin, he does Rear Pursuit.

SLICE FORCE:

CAN ONLY BE CALLED IN
FREDDIE SITUATION.

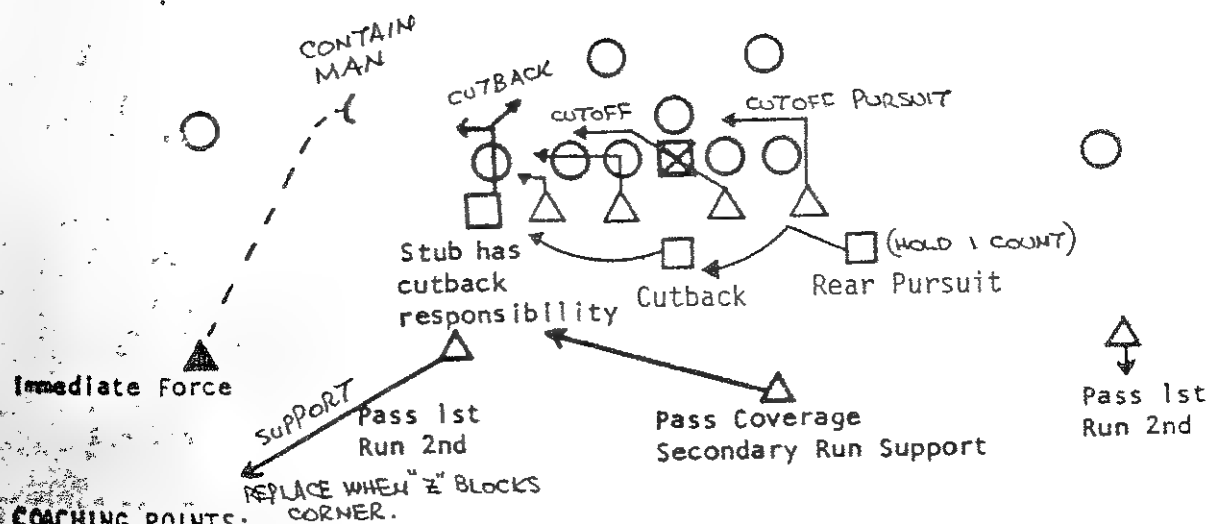


46 TITE JILL SLICE KEY:



Applying the Force by Deepbacks to Red Stall End RunsLOU

1. Defense Call 46 Jet Key
2. Position 6-8 yds deep. Shade Outside Shoulder of Z Man.
3. Predetermined Force On Strongside End Sweep. LOU depending on unit call with SAM - will force according to position of Flanker.
4. Keys WHB looking through Y, offensive Right Tackle and Right Guard. SAM makes the call and LOU returns it immediately.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep to the Strong Side, then LOU:

COACHING POINTS:

LOU forces the end sweep from "Outside In". LOU is responsible to meet lead Guard or Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "String it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off blocker. Keep inside gap reduced - inside gap to be filled by STUB and team pursuit. SAM and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If Z position at 10 yds force will depend upon opponent.

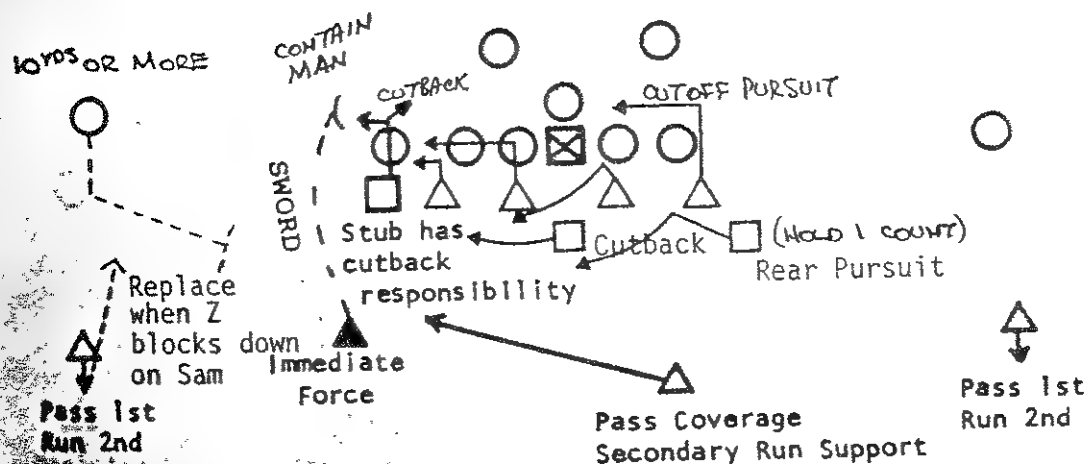
We refer to the force of SAM and JILL as our SWORD and WHIP forcing, which we prefer whenever possible. We refer to the force of LOU or ROSE as our SIDEBACK force.

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

DEFENSIVE KEYS

Applying the Force by Deepbacks to Red Stall End Runs**SAM**

1. Defense Call 46 Jet Key.
2. Position 6-8 yds deep. Outside shoulder to $1\frac{1}{2}$ yds out on Y.
3. Predetermined Force On Strongside End Sweep. SAM depending on unit call with LOU - will force according to position of flanker Z. SAM makes the call.
4. Keys Y looking through offensive Right Tackle and Right Guard at weak Halfback.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep the Strong Side then SAM:

TEACHING POINTS

SAM forces the end sweep from "outside in". SAM is responsible to meet lead Guard or Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off blocker. Keep inside gap reduced - inside gap to be filled by STUB and team pursuit. SAM and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

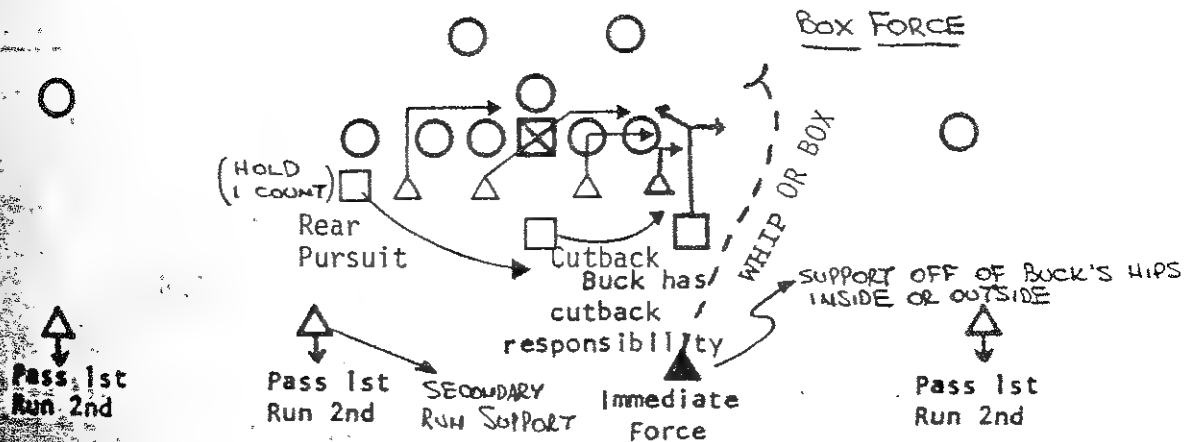
The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If Z position at 10 yds force will depend on opponent. We refer to the force of SAM as our SWORD force. SAM should force off the tail of Stub.

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

SAM and JILL should make a conscientious attempt to improve their keying every day in practice. Off side linemen downfield definitely indicate run. Be alert for this.

Applying the Force by Deepbacks to Red Stall End Runs**JILL**

1. Defense Call 46 Jet Key
2. Position 8-10 yds deep. Shading outside of ROY.
3. Predetermined Force On Weakside End Sweep. JILL depending on unit call with ROSE will force according to position of spread end (X) JILL makes the call.
4. Keys Weak Halfback looking through offensive Left Tackle and Left Guard with split vision on X.
5. Plays the Key Which indicates whether it is a run or a pass. When key indicates a sweep to the Weak side then JILL:

**TEACHING POINTS:**

JILL forces the end sweep from "outside in". JILL is responsible to meet lead end or Tackle as quickly as possible. Make contact with a strong inside shoulder maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes to outside run him into the sideline. If runner cuts inside roll off blocker. Keep inside gap reduced - inside gap to be filled by BUCK and team pursuit.

SAH and JILL always call FRED for FAR and CLEO for CLOSE. We will also use additional live calls plus dummy calls.

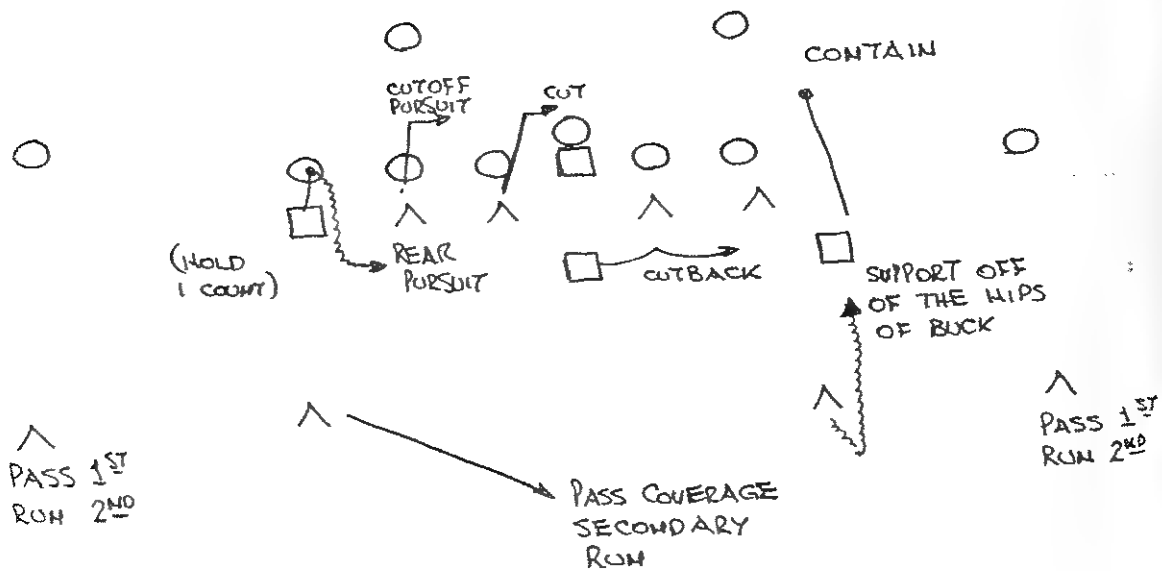
The sideback must return his call. Anything under 10 yds is a CLOSE and anything beyond 10 yds is a FAR. If X position at 10 yds force will depend upon opponent.

We refer to the force of JILL as our WHIP force. JILL should force off the tail of BUCK.

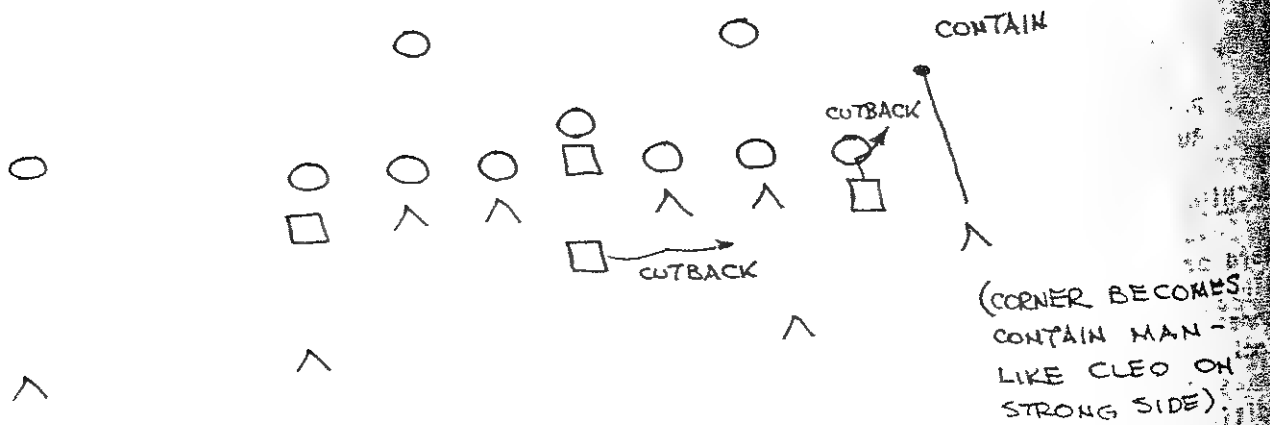
LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

SAH and JILL should make a conscientious attempt to improve their keying everyday in practice. Offside linemen downfield definitely indicates run. Be alert for this!

Box FORCE :



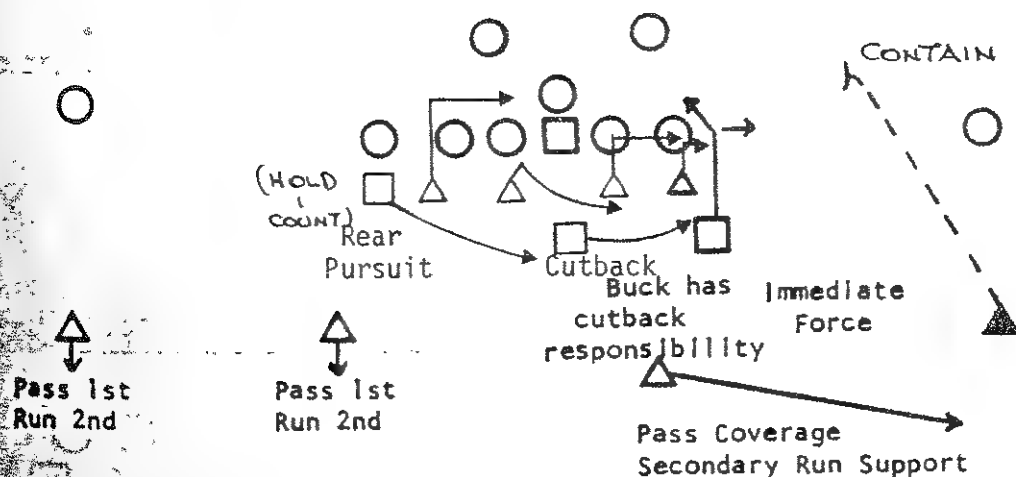
WEAK SIDE FORCE VS "C" END:



Applying the Force by Deepbacks to Red Stall End RunsROSE

1. Defense Call - 46 Jet Key
2. Position 6 - 8 yds deep. Shade Outside Shoulder of X Man.
3. Predetermined Force On weakside end sweep. Rose depending on unit call with JILL will force according to position Spread End (X).
4. Keys Weak Halfback looking through offensive Left Tackle and Left Guard.
5. Plays the Key Which indicates whether it is a run or pass. When key indicates a sweep to the weak side, then ROSE:

"X" SPLITS LESS THAN 10 YDS
(USUALLY ABOUT 4 TO 6 YDS).

COACHING POINTS:

ROSE forces the end sweep from "Outside In". Rose is responsible to meet Lead Guard or Tackle with inside shoulder as quickly as possible. Make contact with a strong inside shoulder, maintaining outside balance. Stay on your feet, attempting to "string it out". If runner goes outside, run him into sideline. If runner cuts inside, roll off blocker. Keep inside gap reduced -- inside gap to be filled by Buck and team pursuit.

SAM and JILL always call FRED for FAR, CLEO for CLOSE. We will also use additional live calls plus dummy calls.

The sideback must return his call anything under 10 yds is a CLOSE, anything beyond 10 yds is a FAR. If X position is at 10 yds force will depend upon opponent. We refer to the force of SAM and JILL as our SWORD and WHIP forces, which we prefer whenever possible. We refer to the force of LOU and ROSE as our SIDEBACK force.

The threat of a weakside, wideside, sweep is not as predominate from this set for ROSE as it is for LOU

LINEBACKERS STOP END RUNS -- not the DEEPBACKS.

Contain Man

This term describes the responsibility of meeting the end run in its formative stage - making the tackle, forcing the cutback, or forcing the ball carrier DEEP so that he is vulnerable to pursuit. The contain man can either be the linebacker, safety, or corner, depending on the formation and coverage call.

EXAMPLE OF BACKER CONTAIN:

A. KEY - READ PROGRESSION AND REACT QUICKLY TO MEET THE LEAD BLOCKER BEFORE HE CAN TURN UPFIELD.

B. TECHNIQUE -

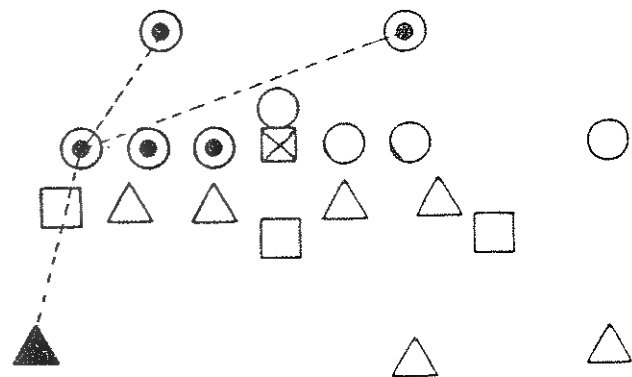
- 1) REACT QUICKLY AND TOUGH TO CLOSE THE CUTBACK AREA - MEETING THE BLOCKER BEFORE HE CAN TURN THE CORNER.
- 2) FORCE THE LEAD BLOCKER TO COMMIT HIMSELF - CAUSE A DECISION.
- 3) CAUSE THE BALL CARRIER TO CUT BACK - SHRINK THE CUTBACK AREA.
- 4) FORCE THE BALL CARRIER DEEP, MAKE THE TACKLE OR STRING IT OUT - BUYING TIME TO THE SIDELINE.
- 5) TO ACCOMPLISH THE ABOVE. YOU MUST USE YOUR HANDS AND STAY ON YOUR FEET.
- 6) DON'T TRADE ONE FOR ONE.
 - 1) MEET BLOCKER AS QUICKLY AS POSSIBLE AND AS TOUGH AS POSSIBLE.
 - 2) DO NOT TAKE A SIDE UNTIL THE RUNNER COMMITS.



FORCE AT ANGLE

IF BALL CARRIER CONTINUES WIDE DRIVE DEEP AND STRING IT OUT TO SIDELINE - YOU MUST STAY ON YOUR FEET!

SAM

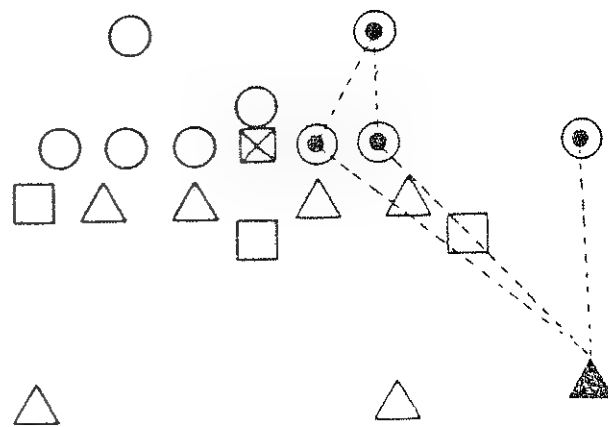


POSITION - SAM

CALL - Freddie (Make call to Lou or Rose)

KEY - "Y" to Weak HB. Know what outside
Offensive Tackle, Guard & B Back do.

ROSE

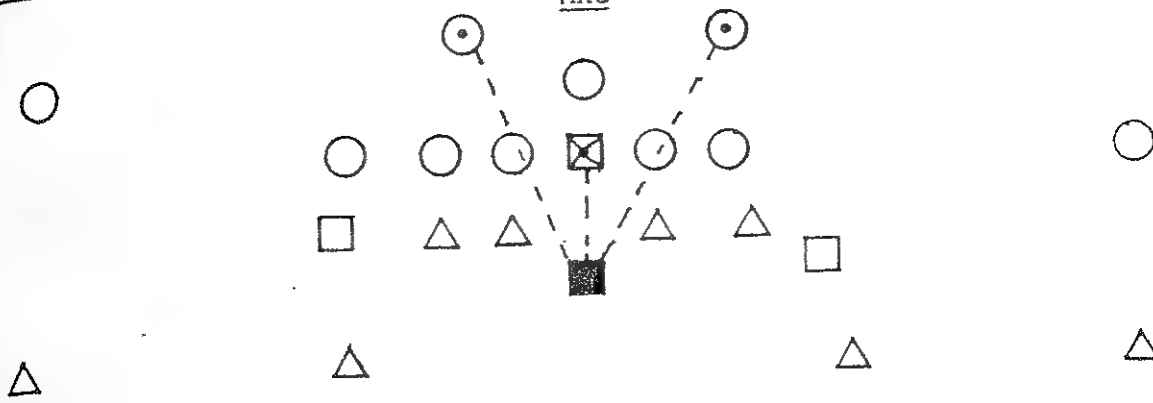


POSITION - ROSE

CALL - Freddie (Return call to Jill)

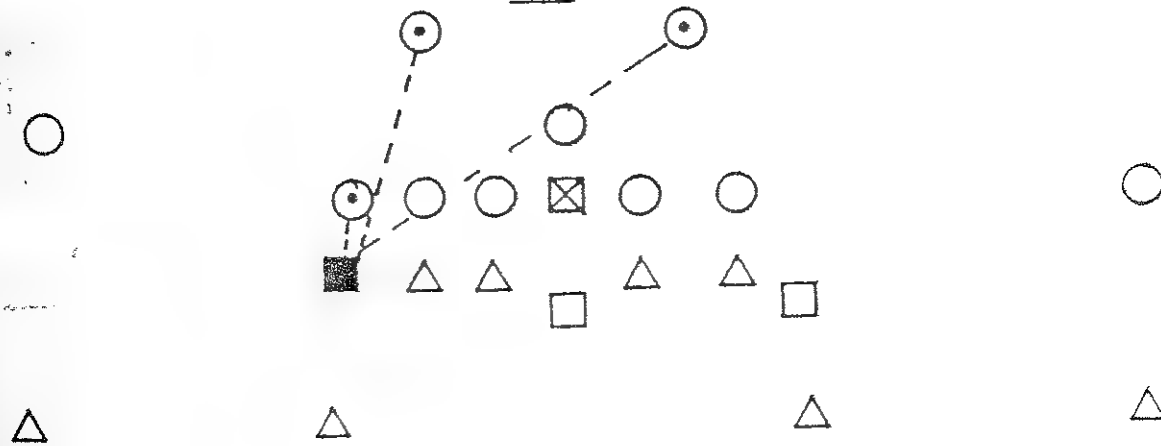
KEY - Weak HB through outside Offensive Tackle & Guard. Know what "X" is doing.

MAC



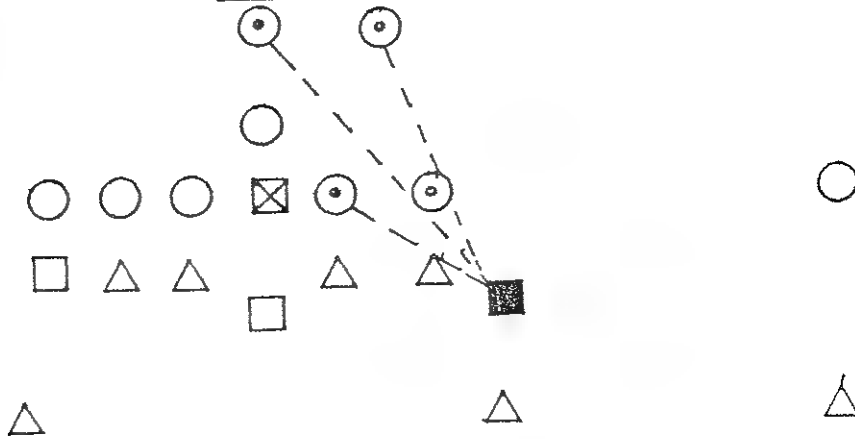
POSITION - MAC
 CALL - Jet
 KEY - Center to FB & HB

STUB

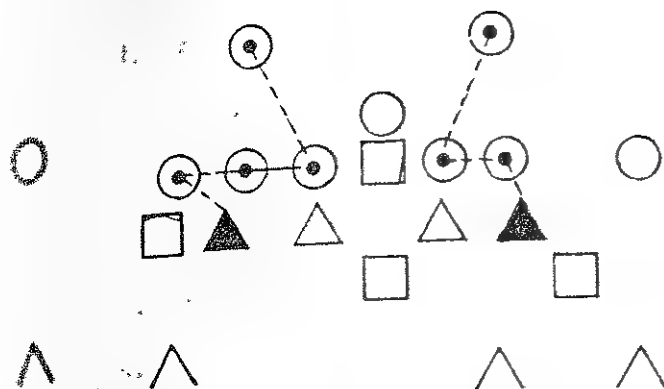


POSITION - STUB
 CALL - Freddie
 KEY - Y to FB & HB

BUCK



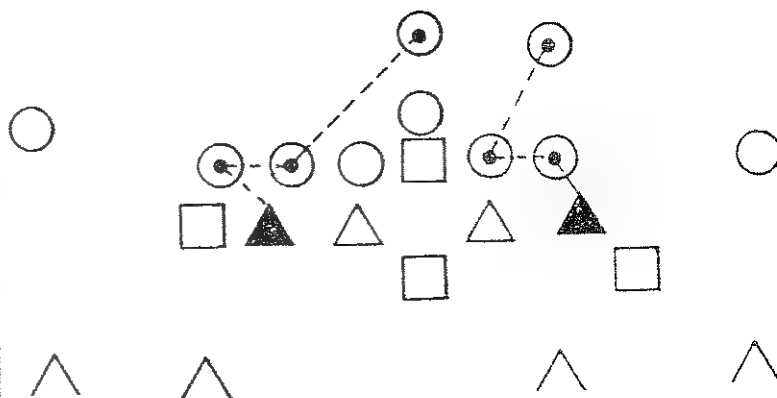
POSITION - BUCK
 CALL - Box
 KEY - A & B Back through onside Tackle & Guard



POSITION - 0 MEN

CALL - Jet

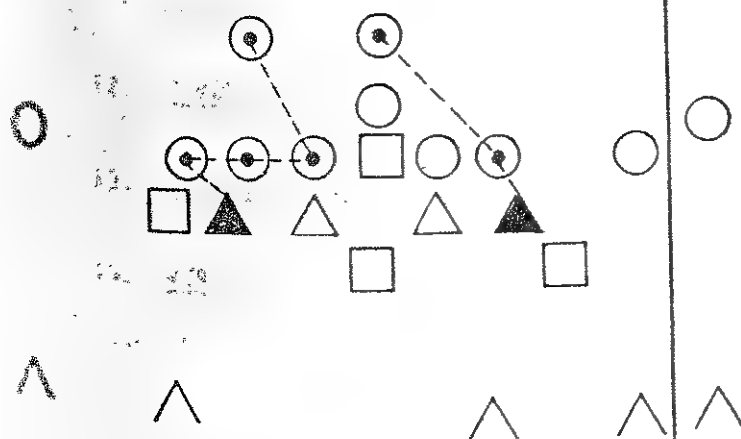
KEY - Position of "Y" for down block -
no down block key Guard thru Tackle
to near Back.



POSITION - 0 MEN

CALL - Jet

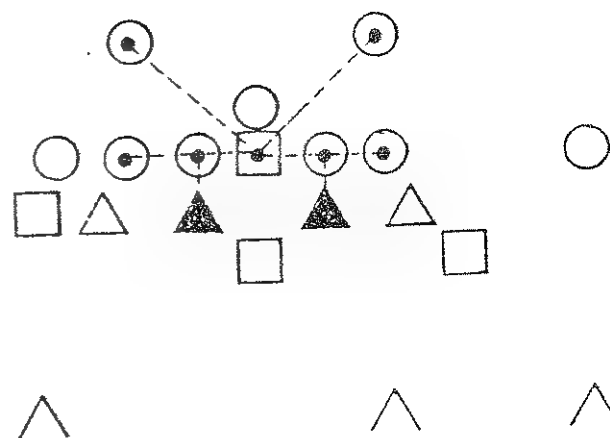
KEY - Strong 0 Man - Position of "Y"
for down block - no down block
key Tackle to near Back.



POSITION - 0 MEN

CALL - Jet

KEY - Weak 0 Man - Key Tackle to near
Back.



POSITION - 1 MEN

CALL - Jet

KEY - Guard and pull of Guard to Tackle,
Center & Off. Back.

DEFENSIVE TERMINOLOGY

The following terms will be used almost dally in practice, know what each means.

1. FIRE

We have intercepted a pass, everyone get up and get in front of ball carrier and knock someone down.

2. BALL

The football is in flight and one of our defensive players does not know that it is intended for his receiver.

3. DOWN AND DISTANCE

Is it a running down or a passing down?

4. SHORT YARDAGE

Refers to 3 & 1, 3 & 2, 3 & 3 anywhere out in the field of play.

5. TOUGH TERRITORY

Refers to short yardage situations but inside the 10 yard line.

6. "OFF" END NEAR OR "C"

The end away from the 2 man, but he is 1 to 2 yards from the offensive tackle.

7. SEE THE BALL IN "FLIGHT"

Refers to reading the quarterback and seeing the ball leave his hand.

8. STRONG BACK

Any offensive back on the strongside of the formation.

9. WEAK BACK

Any offensive back on the weakside of the formation.

10. TAKE THE BALL AWAY

Force a fumble, intercept a pass, steal the football. Take it away from your opponents.

11. RECOGNITION

Play recognition at the snap to determine the type of play developing.

12. FAVORITE SET

This is our opponents favorite offensive formation for Runs and Passes.

13. WINDOW DRESS

Move around, you are killing the grass. Disguise your intentions all the time.

14. VERTICAL DEPTH

Your position on a receiver when covering man to man.

15. BUZZ

Refers to the linebacker method of retreating when a pass develops. It consists of precise teamwork between Linebackers and Deepbacks.

16. RUB

Refers to the teamwork between the Linebackers and Rushmen against the run. Through proper keying all seven gaps are filled against a standard offensive formation.

OFFENSIVELY SPEAKING -- You must recognize and be able to define the following:

FUMBLE

DRAW

Q.B. DRAW

SCREEN

QUICK SCREEN

REVERSE

BOOTLEG

TRAP

TRANSCONTINENTAL

END AROUND

SUCKER

COUNTER

CRACK BACK

DROP BACK PASS

OPTION PLAY

PLAY PASS

ROLL OUT

INTERRUPTED CADENCE

CHIN

CHOW

CHEER

CHILL

HUNCH

UNBALANCED

SHOVEL PASS

FLARE PASS

CHECK FLARE

CHECK DOWN

FLOOD

FLOW

THROW BACK

OFF SET

WAGGLE

LATERAL PASS

CHECK OFF AUDIBLE

AUDIBLES

CADENCE (OPPONENTS)

TAKE OFF

SHOT GUN

DIVE

STATUE

SNAP COUNT

MARY

FRITZ

TAB

HOOCH

PIC

POC

DOUBLE POC

V.

INSTRUCTIONS FOR COMPLETING DEFENSIVE PLAYER QUESTIONNAIRE

1. Use our Defensive Terminology to describe offense of opponents and our defense.
 2. Don't guess. Put down that of which you are sure.
 3. By MANEUVERS is meant physical movements of opponent and timing.
 4. By TIPS is meant individual characteristics.
 5. By HABITS is meant any unusual mechanics of opponents.
 6. STRONG LEFT FORMATION is any opponent's offensive formation having more men on their Left Side than on their Right Side.
 7. STRONG RIGHT FORMATION is just the opposite of the Strong Left Formation.
 8. BALANCED FORMATION is any opponent's offensive formation having the same number of men on either side of snapper.
 9. On opponent's formation diagrams, indicate player numbers and names of men upon whom you are to report and approximate number of minutes each played.
 10. On opponent's formation diagrams, compare the abilities of the starters with those who substituted.
 11. In answering questions relative to INDIVIDUAL OPPONENTS -- only answer regarding those opponents who are close enough for you to observe accurately. In addition, this year we will fill out a film report on your area of reporting, which will be turned in on Wednesday AM.
- LINK reports on Y, Z, X, RT, RG, QB and on each Back.
- LON reports on Y, X, RT, RG, QB and on each Back
- LIN reports on CENTER, RT, RG QB and on each Back.
- RIP reports on X, LT, LG, QB and on each Back
- ROY reports on X, Y, LT, LG, QB and on each Back
- RIC reports on CENTER, LT, LG, QB and on each Back
- MAC reports on Y, CENTER, LG, RG, QB, and on each Back.
- LOU reports on Z, X, Y. QB and on each Back.
- LES reports on Z, X, Y, QB and on each Back
- RUS reports on Z, X, Y, QB and on each Back.
- ROSE reports on X, Z, Y. QB and on each Back.

REDSKINS DEFENSIVE GRADING

The main purpose of grading is to recognize errors and eliminate them. By grading all phases of the game, careful attention is paid to each movement and no one goes unnoticed. Also, performance leaders are recognized and accredited. On the other hand, it is easy to recognize anyone that is not giving 100%. Grading of individual skills will be recorded, when applicable, from the following categories.

RUNNING GAMEPOINTS

- | | | | |
|----|----|-----|--|
| 1 | 1. | PoA | Point of Attack - where play is designed to hit. |
| 1 | 2. | Sup | Support - Immediate help by player away from P.O.A. |
| 1 | 3. | Pur | Pursuit - Flow of defense to P.O.A. When immediate help is no longer applicable. Angle and effort deserve prime consideration. |
| 3 | 4. | T | Tackles - (Primary Tackler) |
| -3 | 5. | M | Missed Tackles |
| 1 | 6. | A | Assisting Tackle |
| 3 | 7. | EE | Extra Effort - A grade based on superlatives. Do your job and 2 or 3 other peoples. |
| -3 | 8. | NE | No Effort - It would be best if this grade never appears. |

PASSING GAMEPOINTS

- | | | | |
|----|----|------|---|
| 1 | 1. | QB | Sacking the QB is the prime requisite of the Rushmen. At times, others will have an opportunity because of defense called. Tackles, misses and assists plus hurrying the QB will be recorded. |
| 6 | 2. | T | |
| -3 | | M | |
| 3 | | A | |
| 3 | | H | |
| 3 | 2. | KD | Knockdowns or batted balls - Rushmen will attempt to knock-down the ball only at the last possible moment. Don't become a bunch of Pogo Sticks on the L.O.S. |
| 6 | 3. | Intc | Interceptions |
| 1 | 4. | OR | Obstructing the Receiver - This will be done mostly by Rushmen and Linebackers when a back comes close or tries to delay and sneak through the linemen. Never let a back get close to you without "hanging" him, but never go out of your way to accomplish this. |

PASSING GAME (cont'd)POINTS

1	5.	Blk	Block for Interceptions - Interceptions are scoring opportunities. Pick out someone and knock him down.
3	6.	EE	Extra Effort
-3	7.	NE	No Effort
1	8.	PR	Position on Receiver
1	9.	Area	Coverage when not assigned to a specific receiver. (Ex Zone)
1	10.	BR	Ball Reaction - Reaction and converging on ball when thrown.
1	11.	Ax	Axing - knocking down potential receiver.
3	12.	T	Tackles
-3	13.	M	Missed Tackles
1	14.	A	Assisting Tackle

EITHER PASS OR RUNPOINTS

1	1.	Sp	Spot. The final alignment before the snap.
1	2.	Pt	Point - Initial assignment after the snap.
6	3.	FF	Forced Fumble - Take every opportunity to separate the ball from ball carrier.
6	4.	RF	Recovered Fumble
-6	5.	Me	Mental Error
1	6.	Fo	Force on the sweep, primarily by the defensive backs.

The final grade is determined by the dividing the number of points earned by the total points it was possible to earn. The result will be shown by a percentage grade.

FOR EXAMPLE:

P.P. = 100

T.P. = 50

$$100 \overline{) 50.00} \quad \begin{array}{r} 50\% \\ 50.00 \end{array}$$

Final Grade - 50%

DEFENSIVE FILM ANALYSIS AND IMPROVEMENTS NECESSARY

We have made a general review of our 1976 defensive film. There were many faults detected which, if improved upon, can make us a better defensive team in 1977. If you, individually, correct your defects and work on your own weaknesses, you will become a better football player.

Generally, we must disguise our defenses more cleverly by more "window dressing." We must study our opponents "cadence" and "how the QB sets his team." We were caught off guard too many times. This is a must for each defensive player. We must force our opponents to make mistakes and then take advantage of them.

We didn't force and replace on wide running plays as quickly as we should. We also need to improve our force vs. "C" End (weak side of slot). Better film study and concentration by each individual will help in this area. We must get a better pass rush and put more pressure on the QB.

We need to have more players study opponents' films and know what each opponent does for each set. Know their favorite "bread and butter" plays from each formation. Take a projector home and invite several, or at least one, of your teammates over to study film with you. The projector should be checked out every night by someone on defense.

Understand one another; help each other whenever possible. Give credit where credit is due and always offer encouragement to your teammates. Work for togetherness in correcting errors. Encourage the offensive team to keep the ball and score. They can make your job much easier.

We lost too much yardage by missed tackles and arm tackling. We must improve our tackling by getting our head and shoulder into the blow.

A sharp practice during the week indicates a good game on game day. REMEMBER -- YOU PLAY THE WAY YOU PRACTICE!

Our defensive team ranked well in some categories and average in others in League standings. With hard work and concentrated effort, we can be FIRST IN ALL DEPARTMENTS. Have PRIDE, and NEVER GIVE UP. IT CAN BE DONE!

IMPROVEMENT

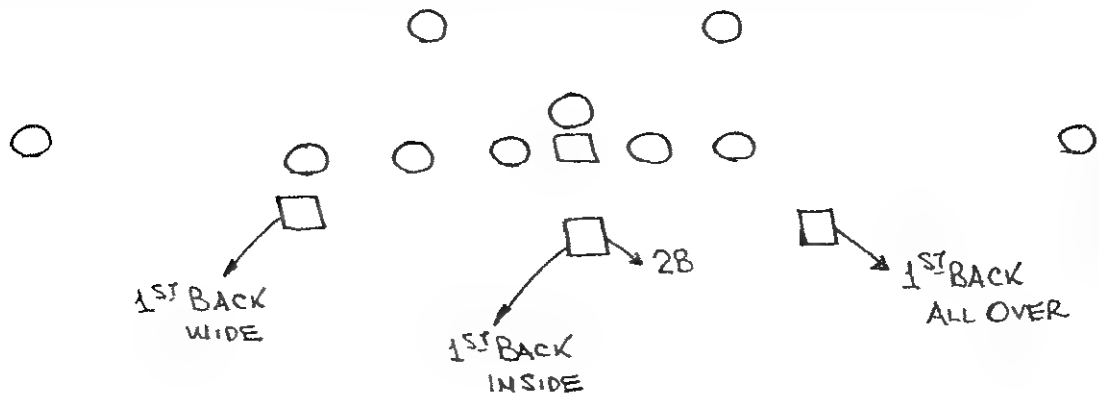
The following are our INDIVIDUAL IMPROVEMENT PAGES. We have only one thought in mind in mentioning these faults, and that is that everyone should have an IMPROVEMENT GOAL. This list is made up of players who were with the Redskins in 1976 only, and, if your name is not mentioned, it in no way means that you do not need an IMPROVEMENT GOAL. The following should improve in the fundamentals listed:

PLAYERS CAPTAINCIES -- 1977

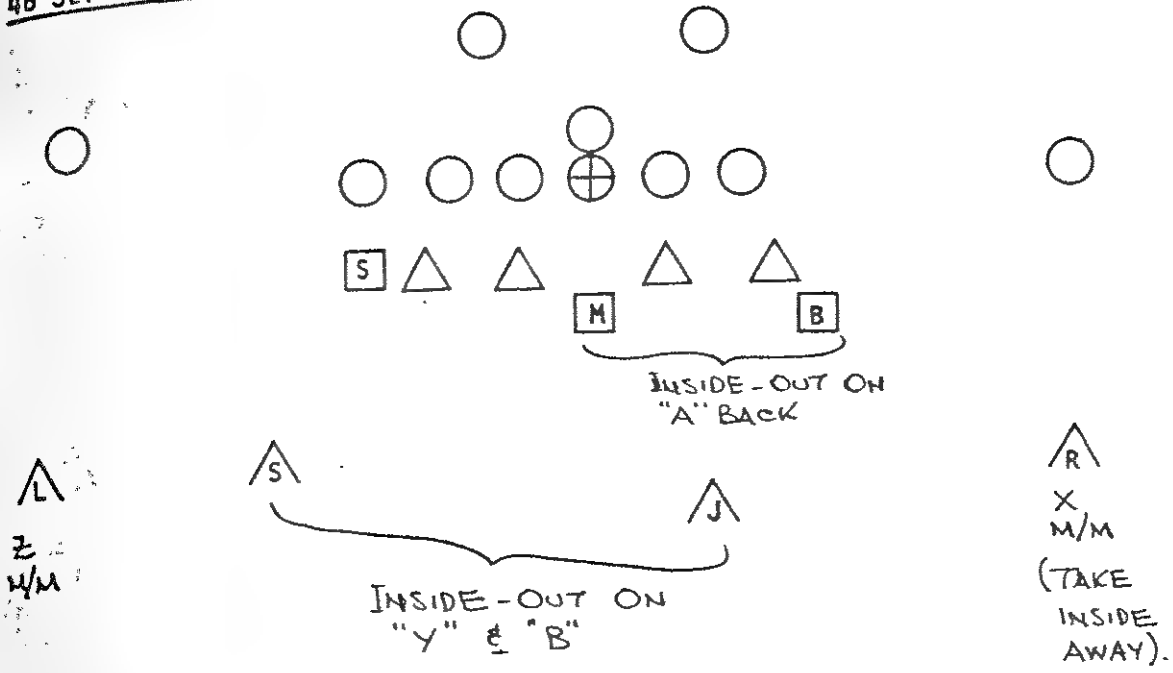
Everyone is expected to help out in all areas of defensive team play. However, it is advantageous to designate leadership duties for the various important phases of defensive play. The following men are defensive captains for these responsibilities:

- | | |
|----------------------------|--|
| 1. STRATEGY | Chris Hanburger, Ken Houston, Brig Owens |
| 2. PURSUIT | Karl Lorch, Chris Hanburger |
| 3. ANGLE OF PURSUIT | Bill Brundige, Dave Butz, Dennis Johnson |
| 4. SHIFTING DEFENSE | Harold McLinton, Rusty Tillman |
| 5. OFFENSIVE AUDIBLES | Diron Talbert, Rusty Tillman |
| 6. DEFENSIVE AUDIBLES | Chris Hanburger, Ken Houston, Brig Owens |
| 7. INTERCEPTION RETURNS | Ken Houston, Ron McDole, Diron Talbert |
| 8. HUDDLE | Diron Talbert, Dennis Johnson |
| 9. TALKING | Pat Fischer, Gerard Williams, Jake Scott |
| 10. DOWN & DISTANCE | Chris Hanburger, Ken Houston |
| 11. PLASTERING | Pat Fischer, Joe Lavender, Eddie Brown |
| 12. SPACING | Diron Talbert, Bill Brunidge |
| 13. GANG TACKLING | Pete Wysocki, Stu O'Dell, Brad Dusek |
| 14. RELAYING AUDIBLES | Jake Scott, Rusty Tillman, Harold McLinton |
| 15. PLAY RECOGNITION | Brad Dusek, Harold McLinton, Ken Houston |
| 16. DEEPBACK AUDIBLES | Brig Owens, Ken Houston, Jake Scott |
| 17. WINDOW DRESSING | Harold McLinton, Jake Scott, Pat Fischer |
| 18. POISE | Pete Wysocki, Dallas Hickman |
| 19. GETTING OFF ON BALL | Dave Butz, Bill Brundige, Karl Lorch |
| 20. FORCING FUMBLES | Diron Talbert, Pat Fischer, Stu O'Dell |
| 21. USE OF HANDS | Ron McDole, Dallas Hickman |
| 22. PLAY ACTION PASSING | Chris Hanburger, Pete Wysocki |
| 23. POSITION ON RECEIVER | Joe Lavender, Gerard Williams |
| 24. TACKLING | Joe Lavender, Ken Houston, Brad Dusek |
| 25. BURST | Eddie Brown, Gerard Williams |
| 26. PLAYING THE DEFENSE | Entire Team (Pat Fischer, Captain) |
| 27. HUSTLE | Diron Talbert, Dave Butz |
| 28. HIGH BALLS | Karl Lorch, Dennis Johnson |
| 29. FORCING | Joe Lavender, Brig Owens, Ken Houston |
| 30. STUDYING OFF FIELD | Harold McLinton, Ron McDole, Rusty Tillman |
| 31. HAVING A GOOD PRACTICE | Entire Team (Ron McDole, Captain) |

STEELER BUZ: (TIE IN WITH FIELDER)



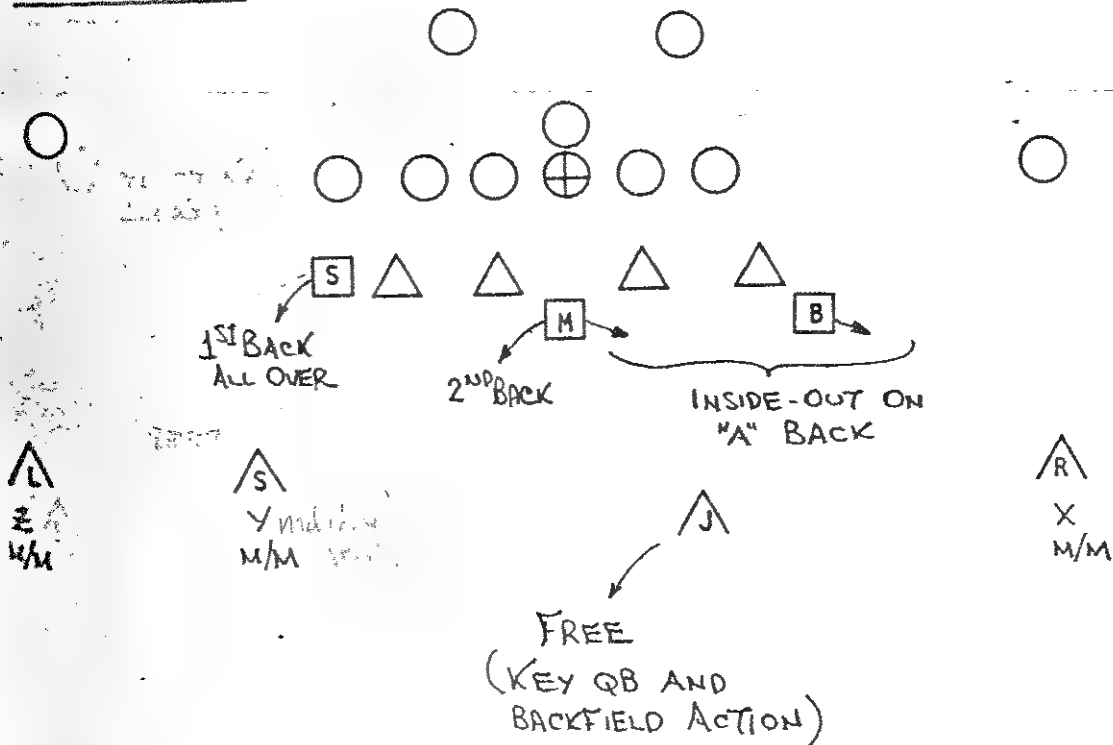
46 JET COMBO "D"



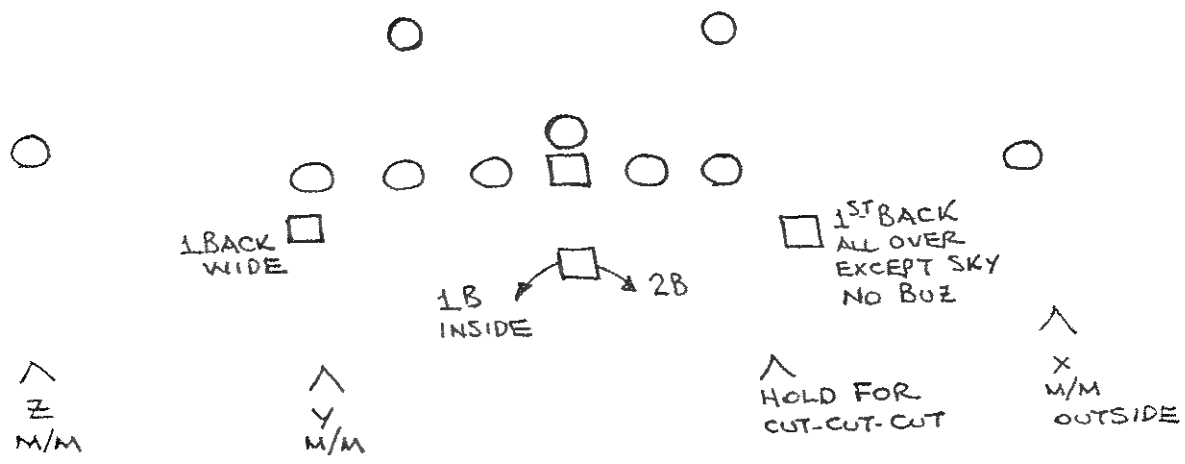
1. STUB HAS CIRCLE, OR ANYTHING UP FIELD SHORT- SHOULD BE CALLED OFF BY SAM OR JILL.
2. SAM & JILL = REGULAR COMBO

46 JET FIELDER

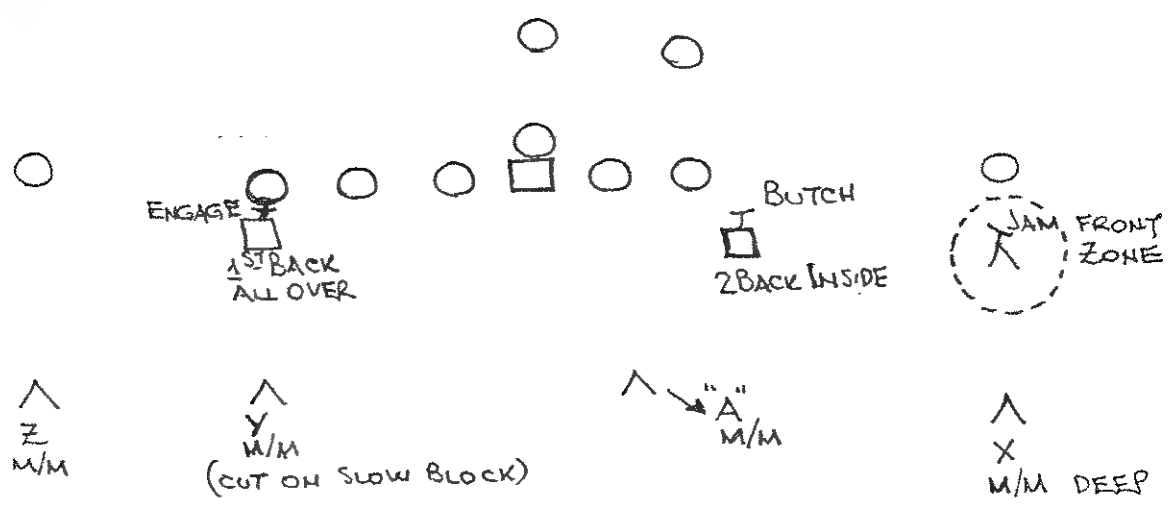
AUDIBLE = #0



46 JET WICK:

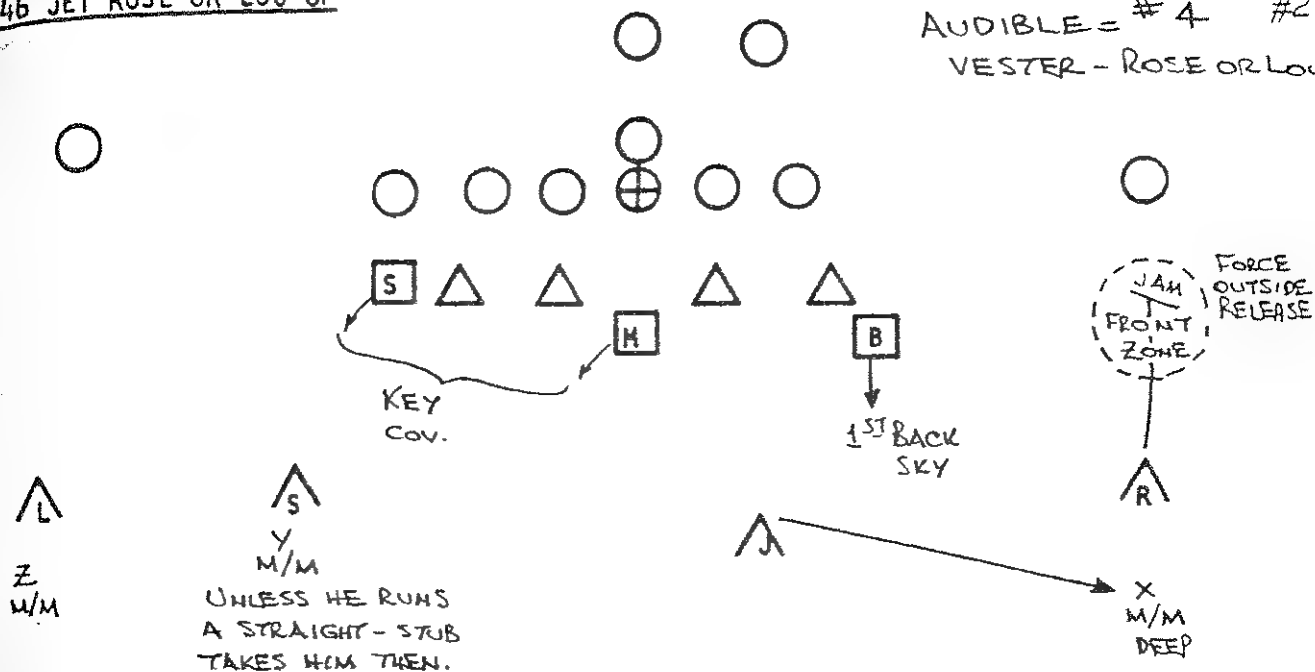


NICKLE WIND WITCH VS BROWN:



WEED
46 JET ROSE OR LOU UP

AUDIBLE = #4 #23
VESTER - ROSE OR LOU



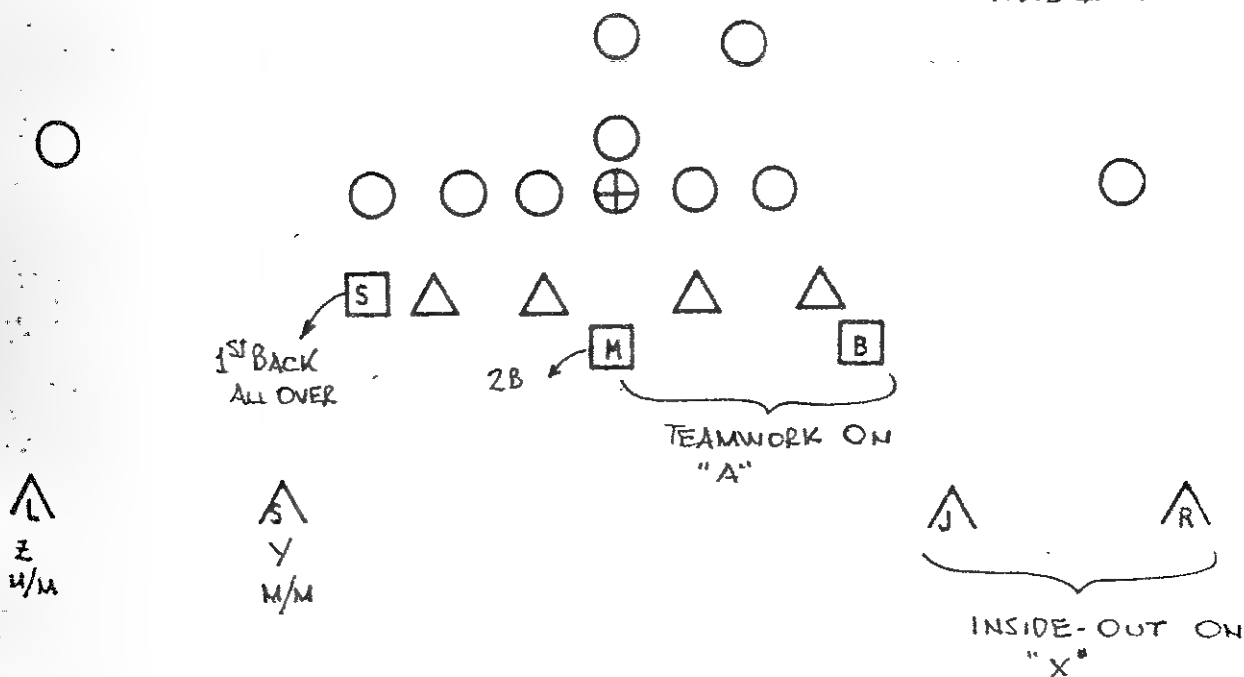
KEY COVERAGE
STRONG SIDE

NOTE: MAC KEY FB IN BROWN

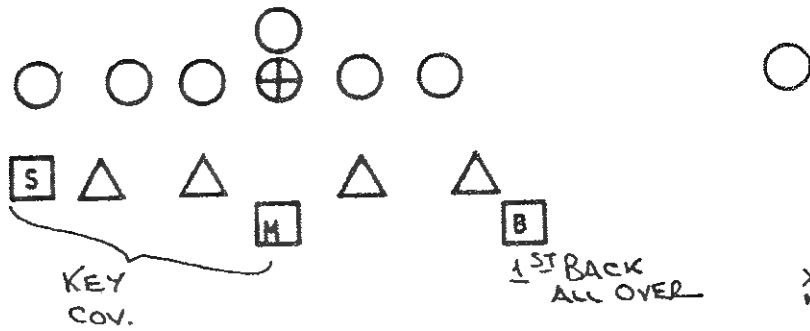
ANY DELAY BY "X" -
ROSE/LOU GO WITH
HIM M/M
CHINA-CHINA-CHINA

46 JET POW

AUDIBLE = POW



IF "X" RUNS A GO PATTERN
BOTH JILL & WEAK CORNER GO
ALL THE WAY WITH "X"



^
L

Z
M/M

^
S

Y
M/M

^
J

JILL - INSIDE BREAK
BY "X" AND
DEEP COVERAGE
ON "X" (IN OR OUT)

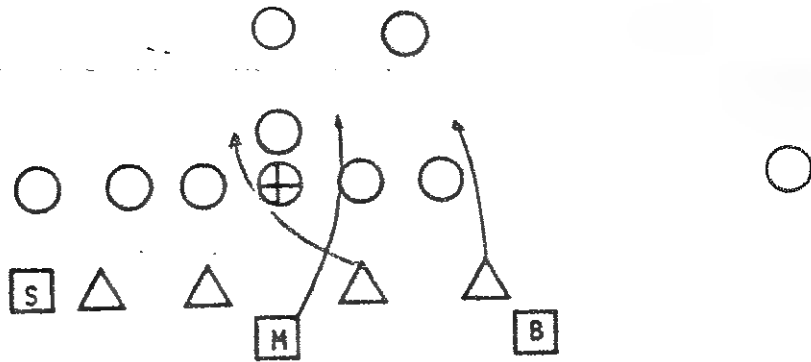
X
M/M
SHORT OUT
^
R MEDIUM OUT

THEN PLAY
FRONT ZONE
LOOSELY.

NOTE: ROSE CAN GAMBLE
ON INTERCEPTION.

"YOU HAVE TO KEEP YOUR PRIORITIES STRAIGHT"

MINNESOTA



^
L Post
M/M

^
S

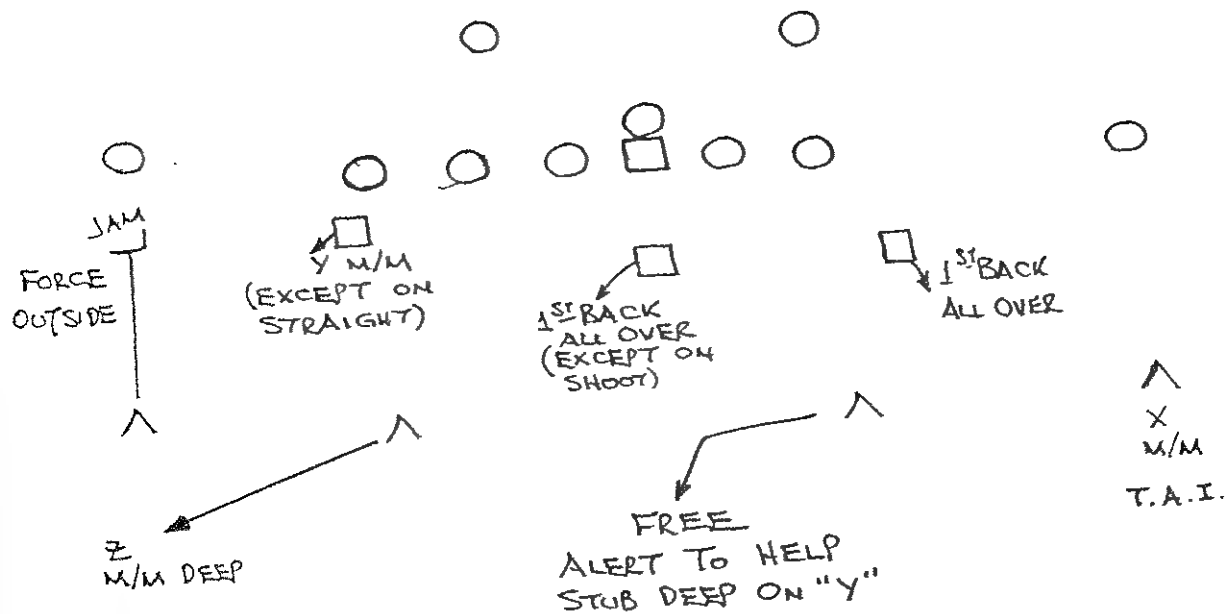
1/2

^
J

1/2

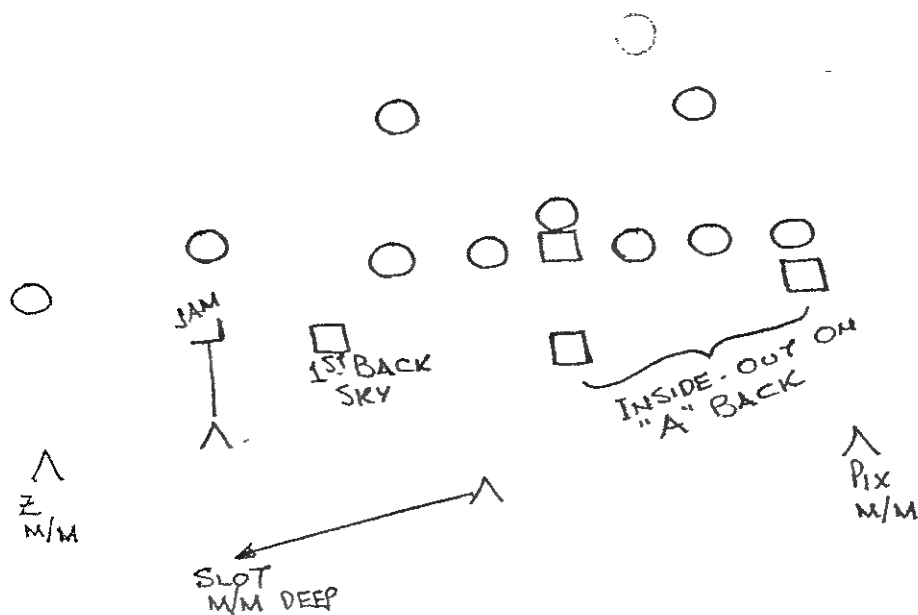
^
R POW
M/M

47 STUB STICK:



47 SAM:

AUDIBLE = SAM



USE ONLY VS SLOT

47 JET
46 @ 47

#25

FORCE OUTSIDE
RELEASE

FRONT
ZONE

"B" M/M
ANYTHING UPFIELD.
IF HE RUNS A SHOOT,
WATCH "Z" ON AN
LM PATTERN.

TEAMWORK
ON "A".

R
X
M/M
(T.A.I.)

Z M/M DEEP
IF DOESN'T APPEAR,
ZONE DEEP OUTSIDE

Y M/M
WATCH HIS RELEASE.
IF "Y" RUNS STRAIGHT
OR SHORT STEEL, ZONE
UP AND KEY QB.

ANY DELAY BY "Z",
STRONG CORNER TAKE
W/M M/M
CHINA-CHINA

Y Hook?
STUB TAKE OUTSIDE
JILL TAKE INSIDE

GOES TO SAM
VS SLOT.

SPOUT
47 JET SAM

AUDIBLE = SPOUT
AUDIBLE = #8

1ST BACK
2ND BACK
TEAMWORK
ON "A"

S
Y
M/M

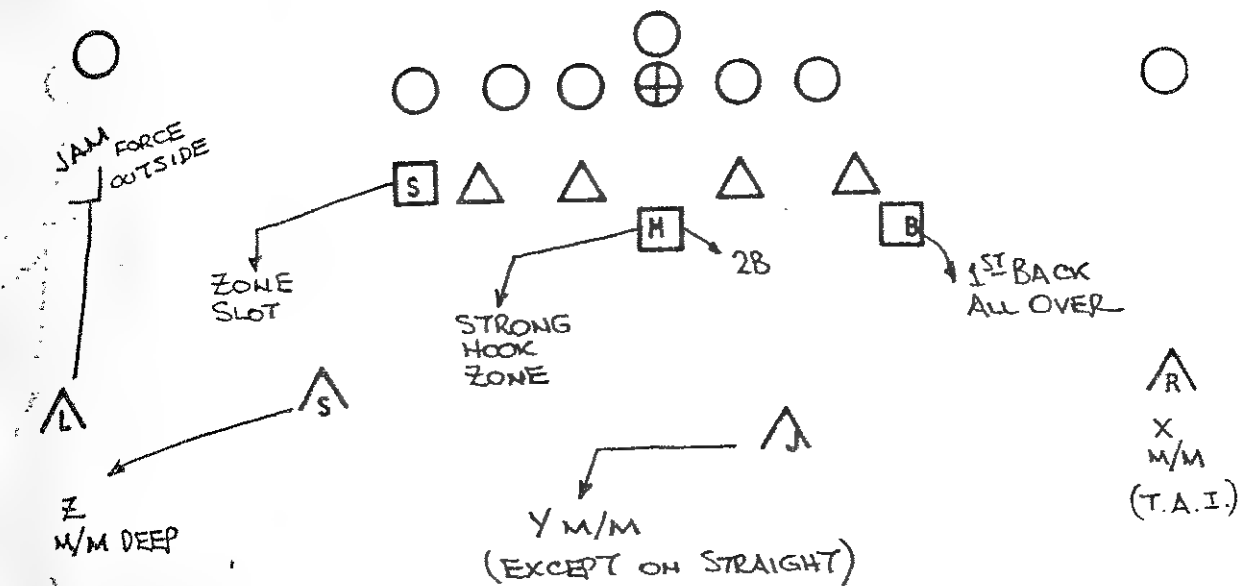
R
X
M/M
(T.A.I.)

PLAY BALL TOUGH
TO THE OUTSIDE.

Z
M/M ON ANYTHING TO
THE INSIDE.

JILL - KEY QB AS YOU
MOVE TOWARD
"Z".

47 JET PACKER

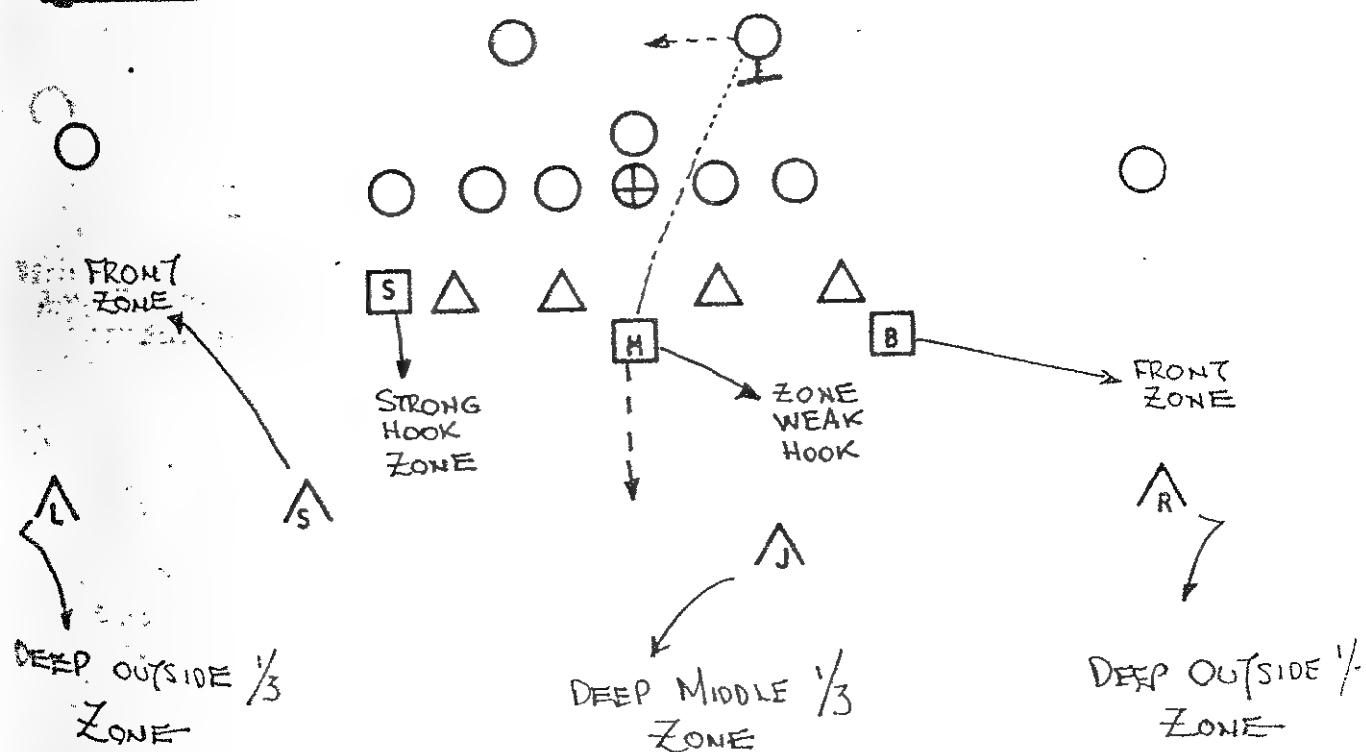


USE VS BLUE SLOT

NOTE FOR MAC: LOOK FOR
Y CROSSING
PATTERN

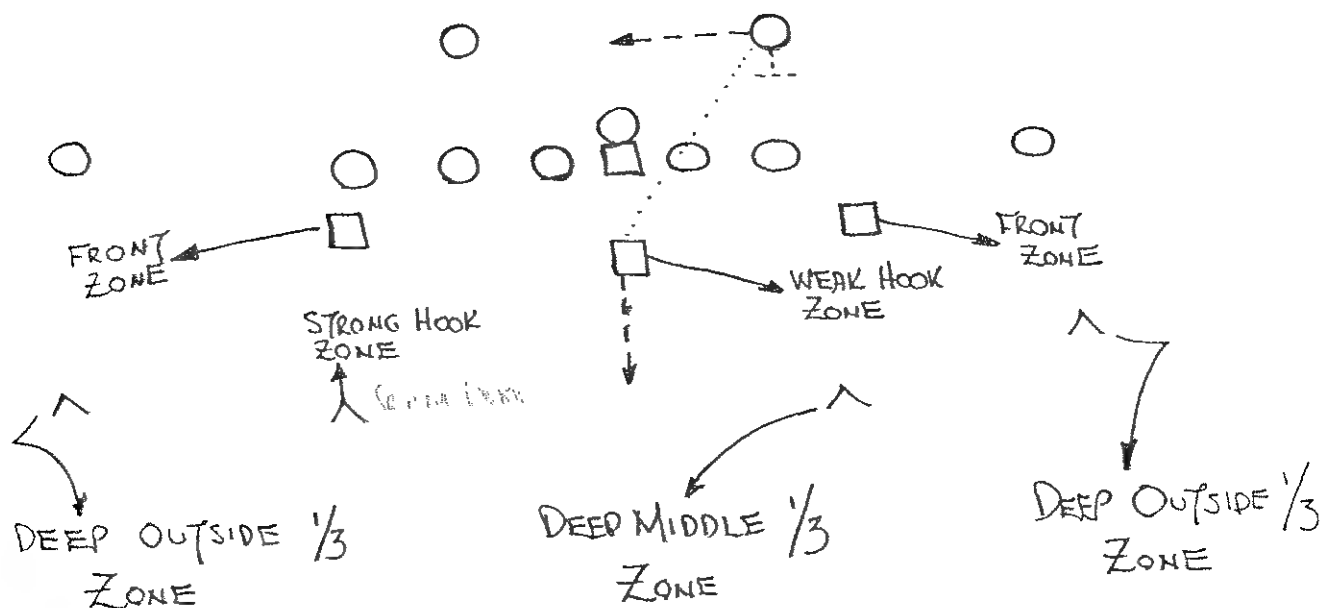
46 SAM
46 JET SAW

AUDIBLE = 5 SAM



NOTE FOR STUB:
TAKE AWAY
LOOKIE

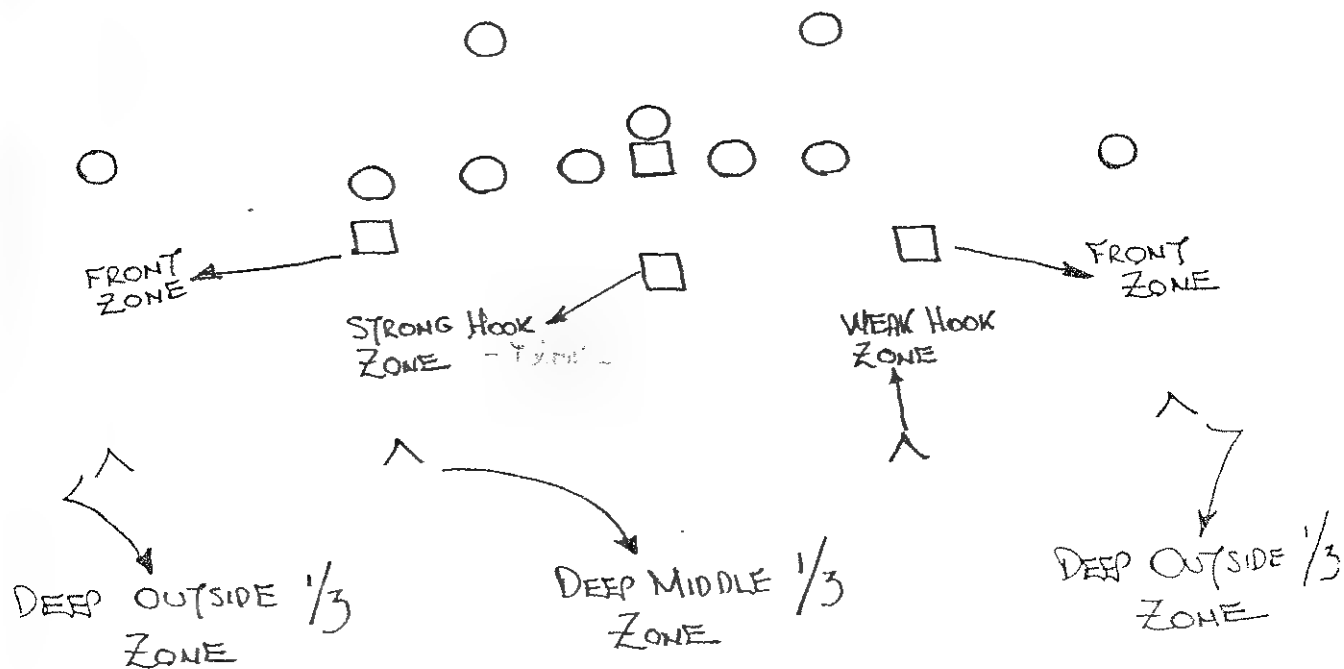
45 STUB ZONE:



49 BUCK:

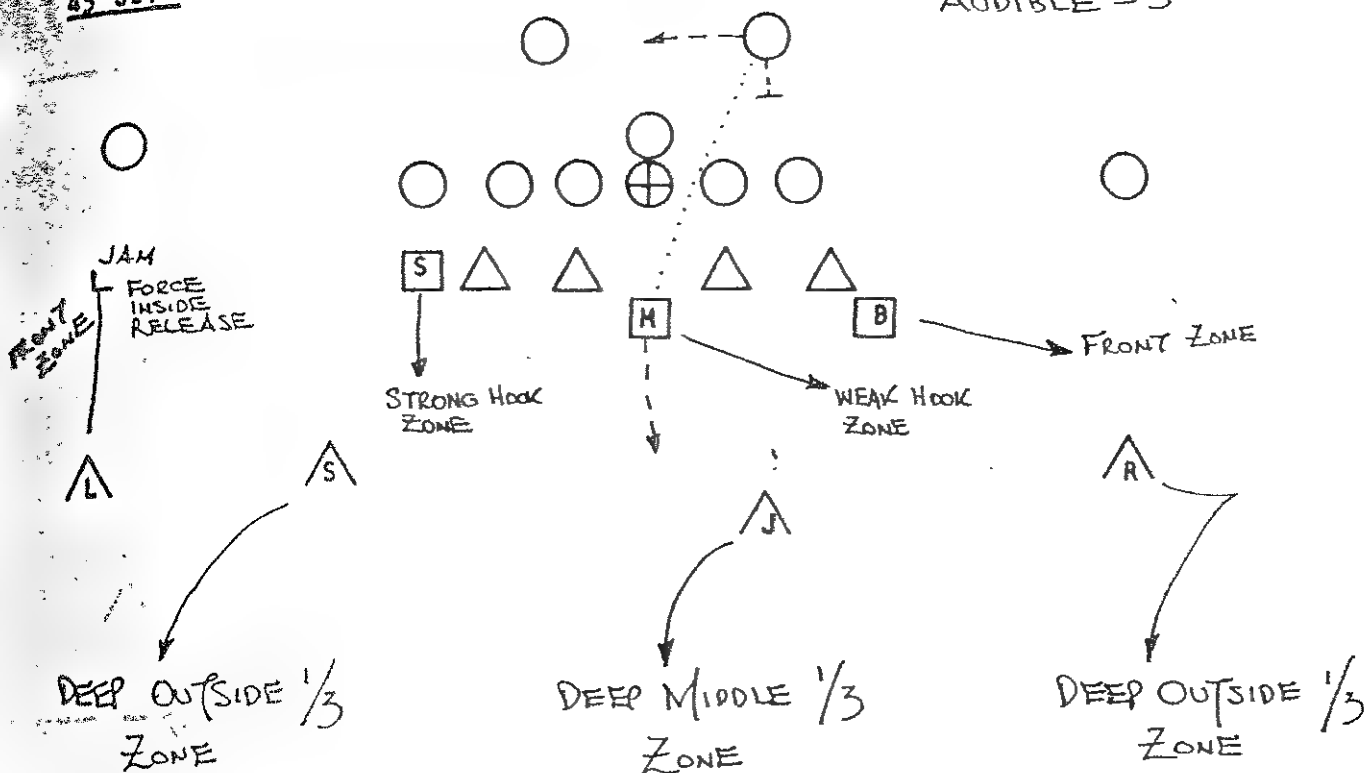
AUDIBLE = BUCK

MAC-GO STRONG, REGARDLESS
OF BACKFIELD ACTION



45 JET

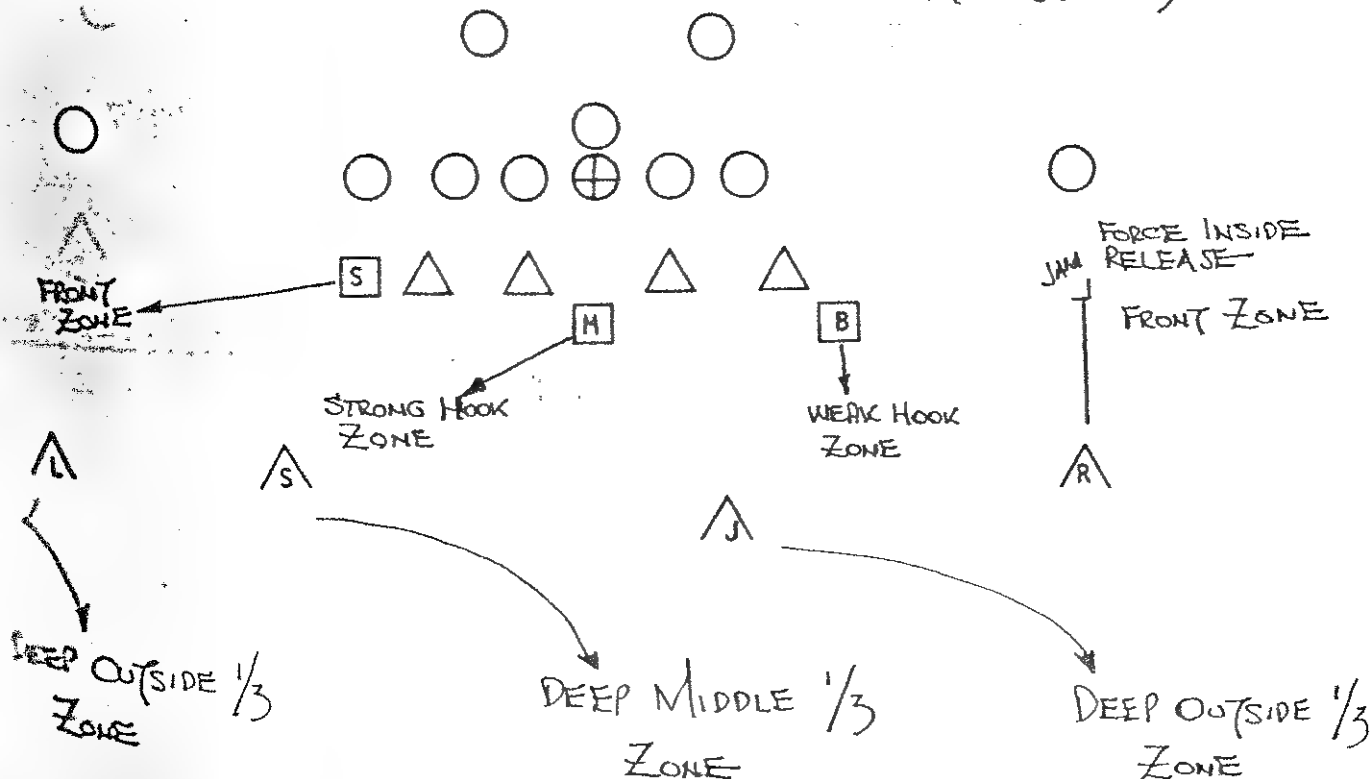
AUDIBLE = 5



STUB - TAKE AWAY LOOKIE

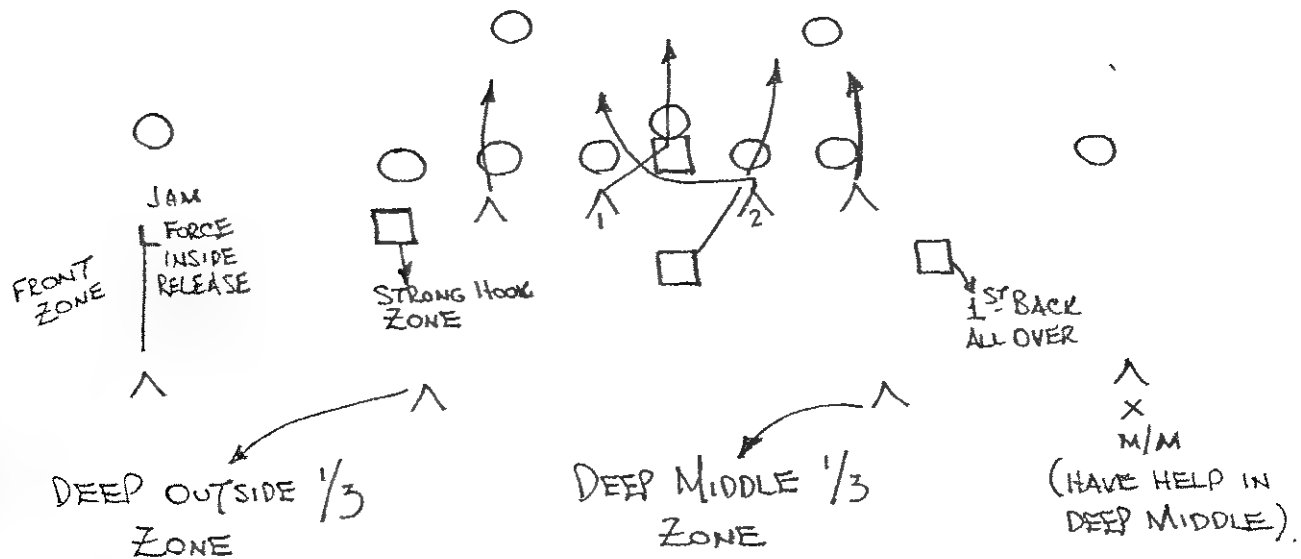
49 JET

AUDIBLE = 9

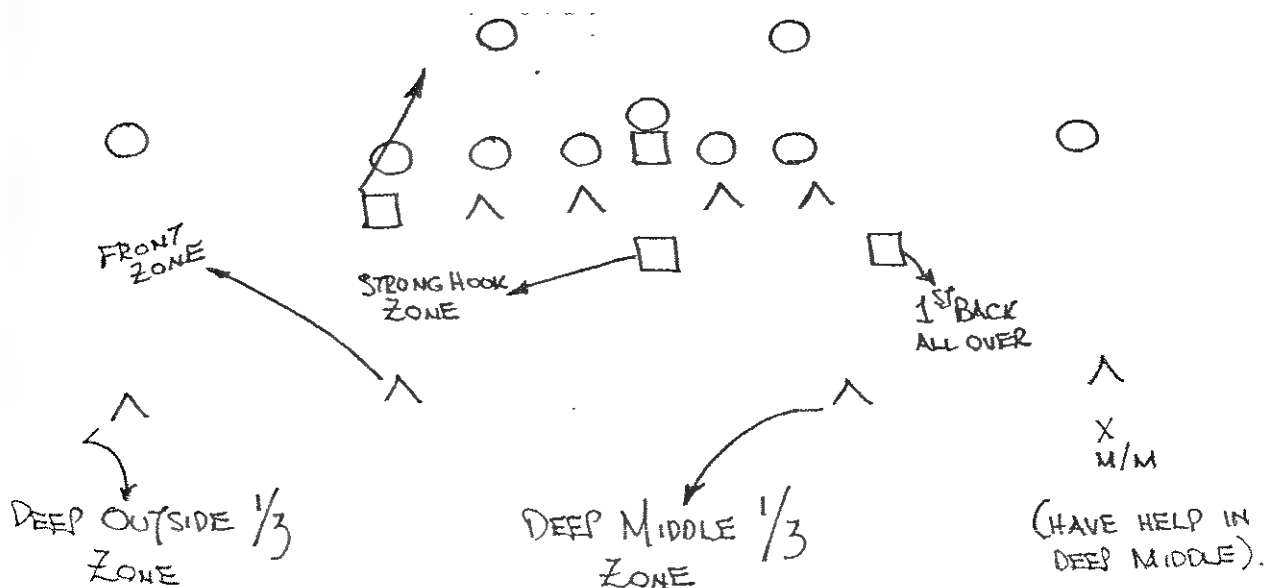


MAC - GO STRONG. REGARDLESS

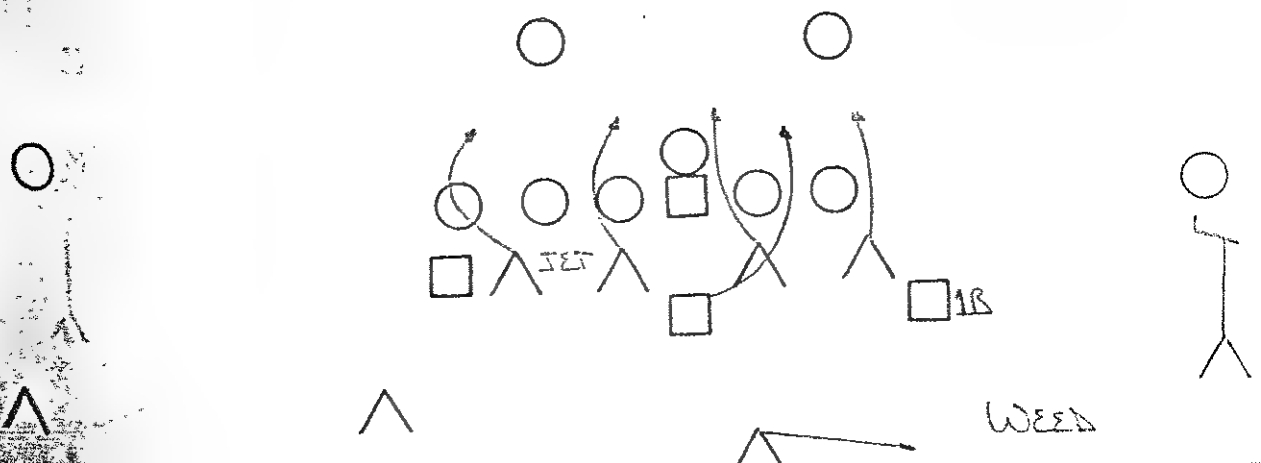
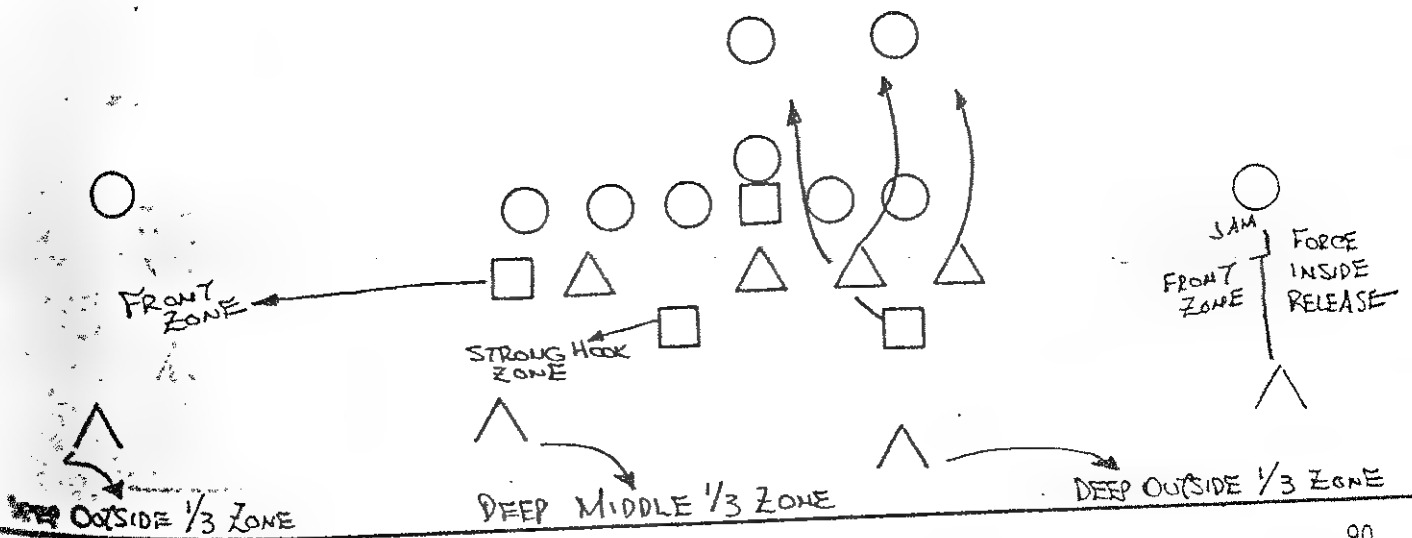
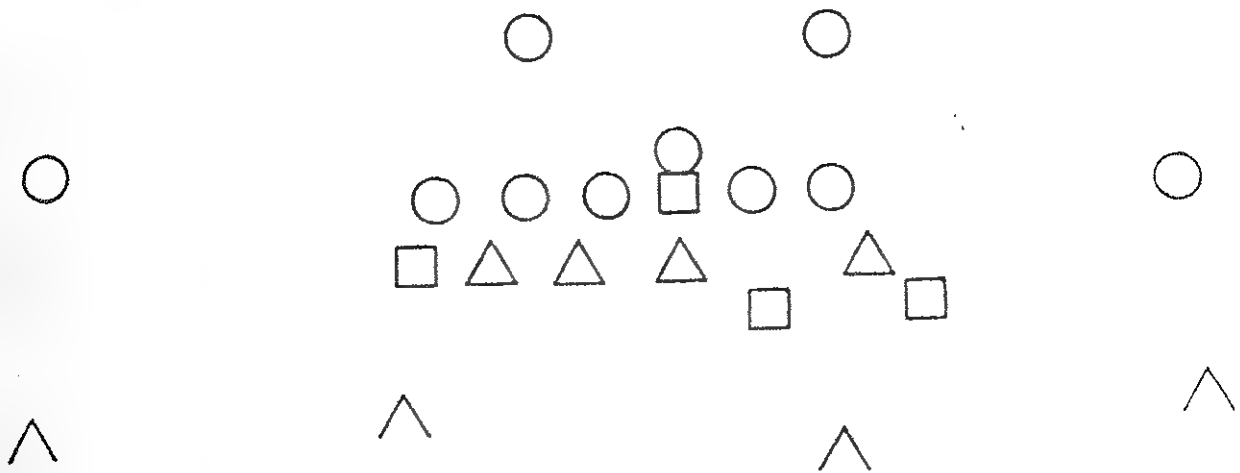
45 MAX (ISX - MAC - I):



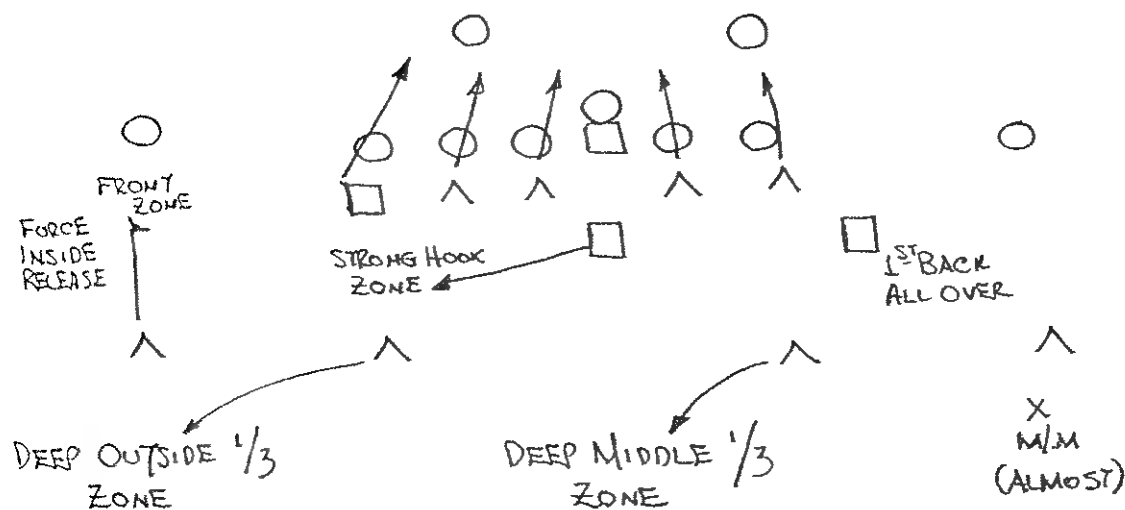
45 SAM STUB I:



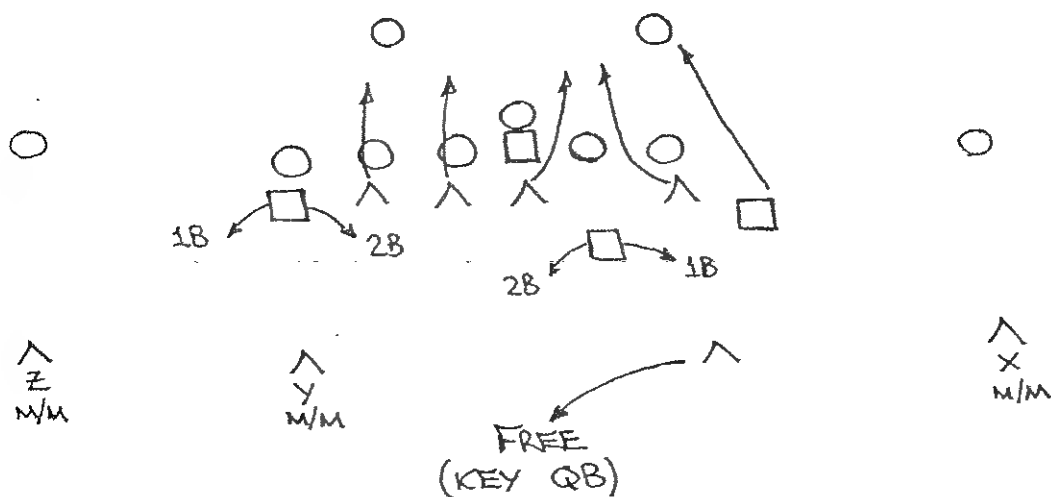
NOTE: MAC TAKE Y CROSS



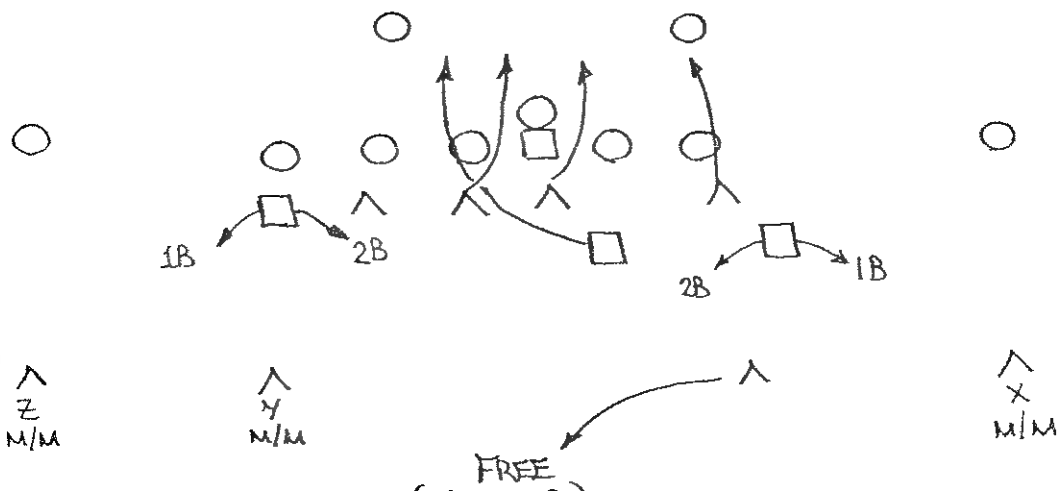
AUDIBLE 15 (STUB I - ST ZONE):



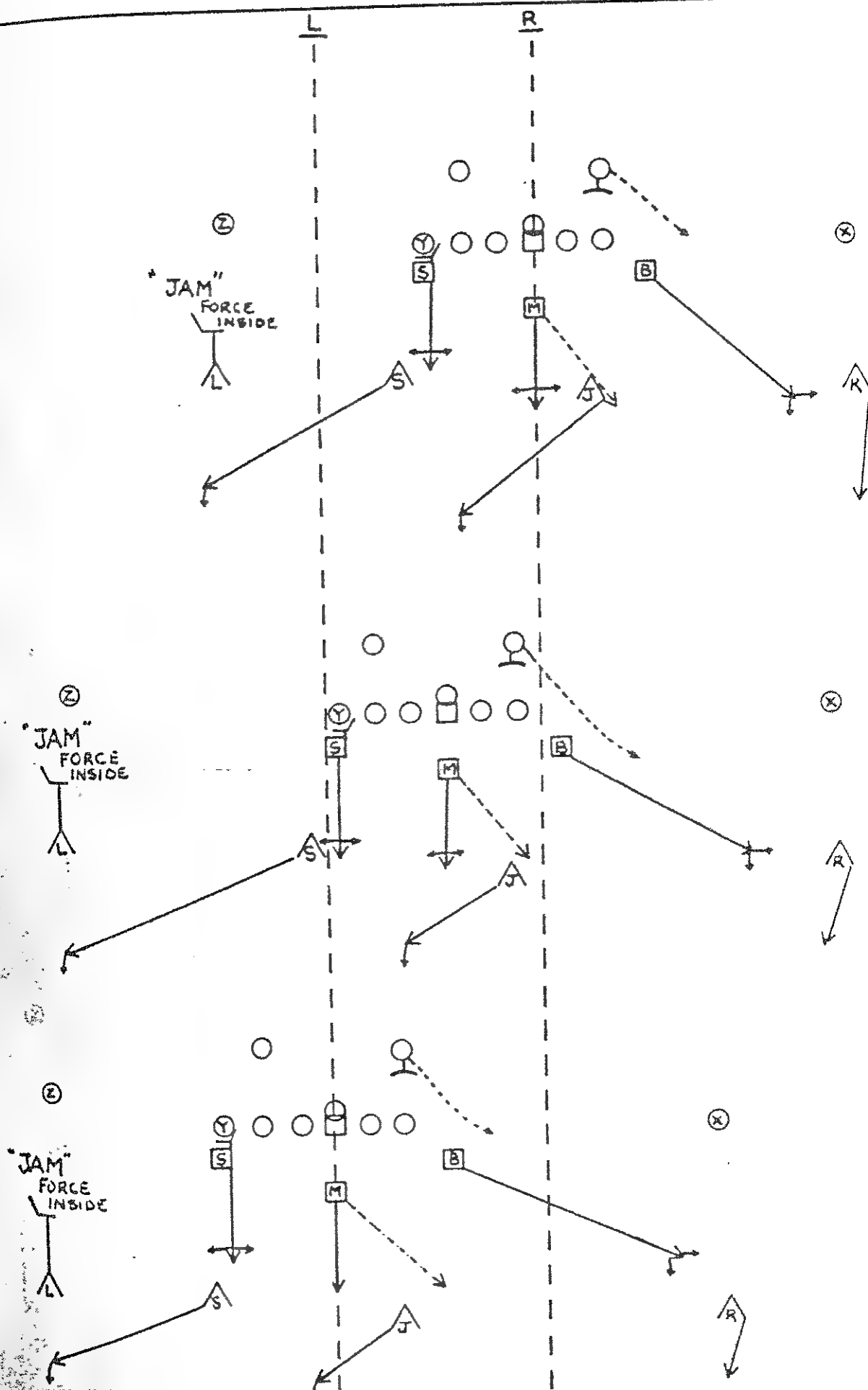
AUDIBLE 50 (56 BUCK I - FIELDER):



AUDIBLE 50 SPECIAL (MAC I - FIELDER):

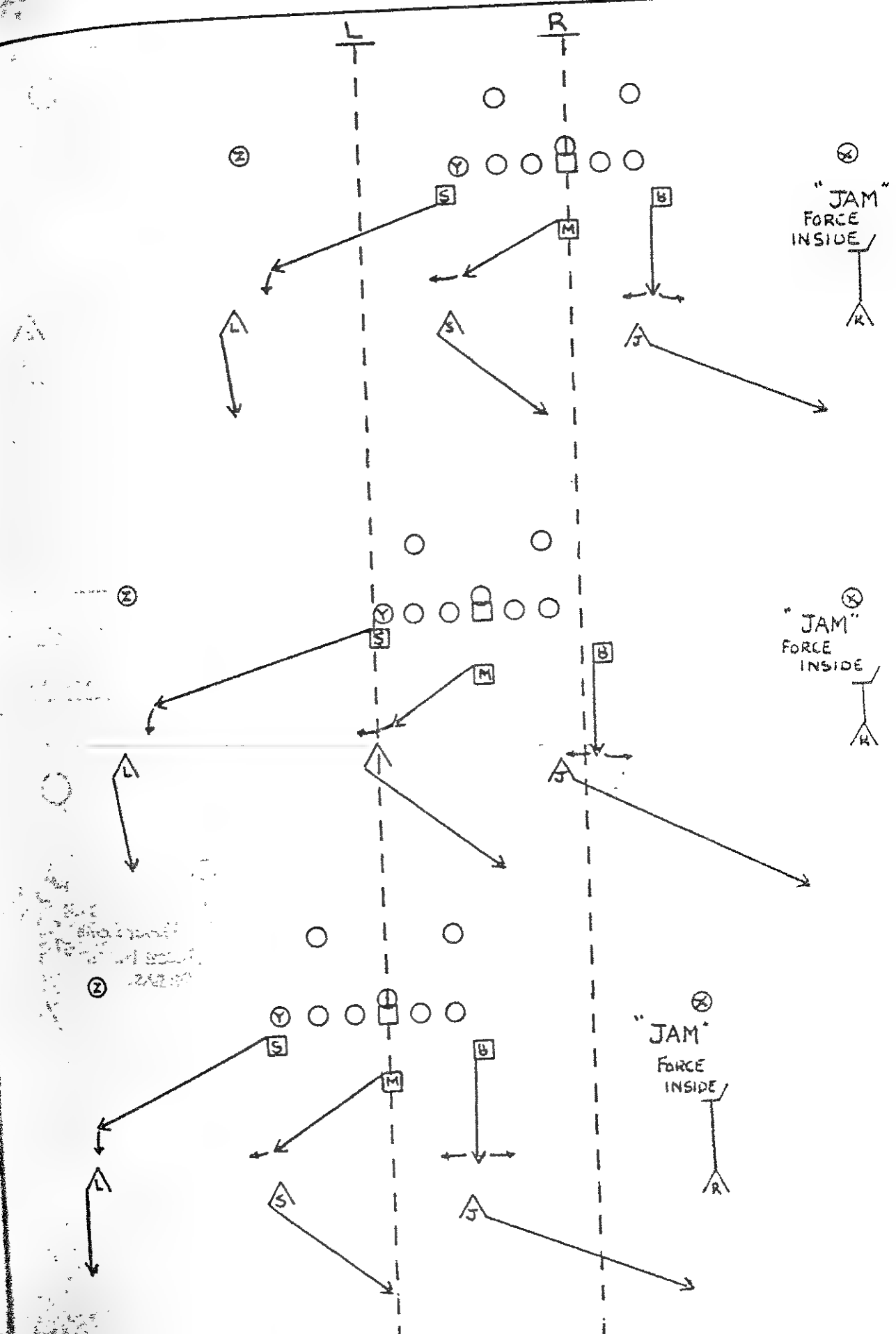


45 STRONG ZONE BY HASH MARKS



49 WEAK ZONE BY HASH MARKS

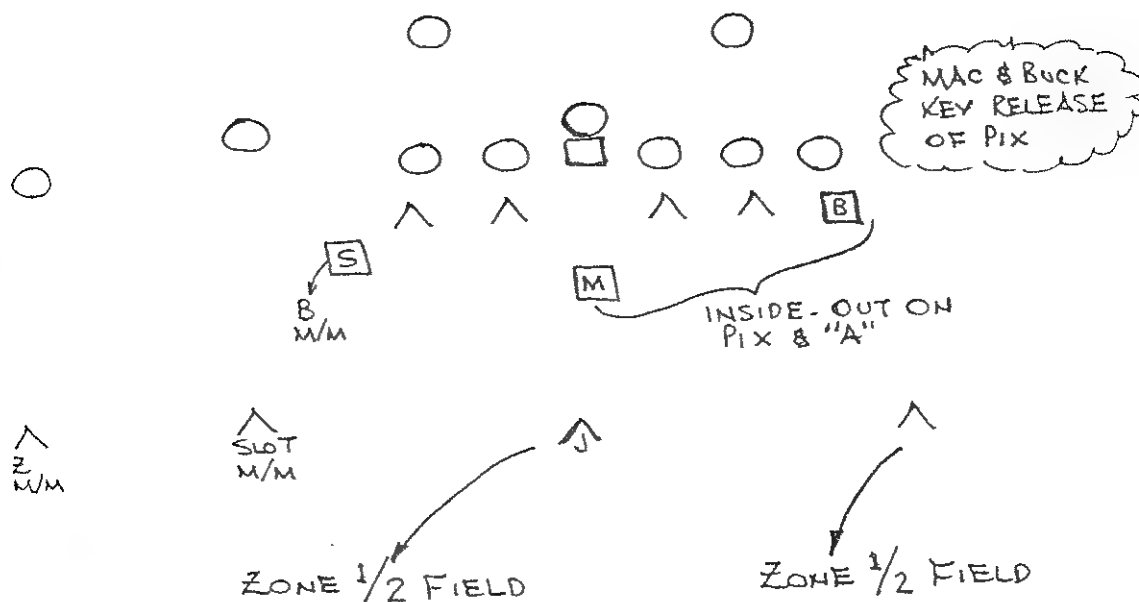
11 2 3



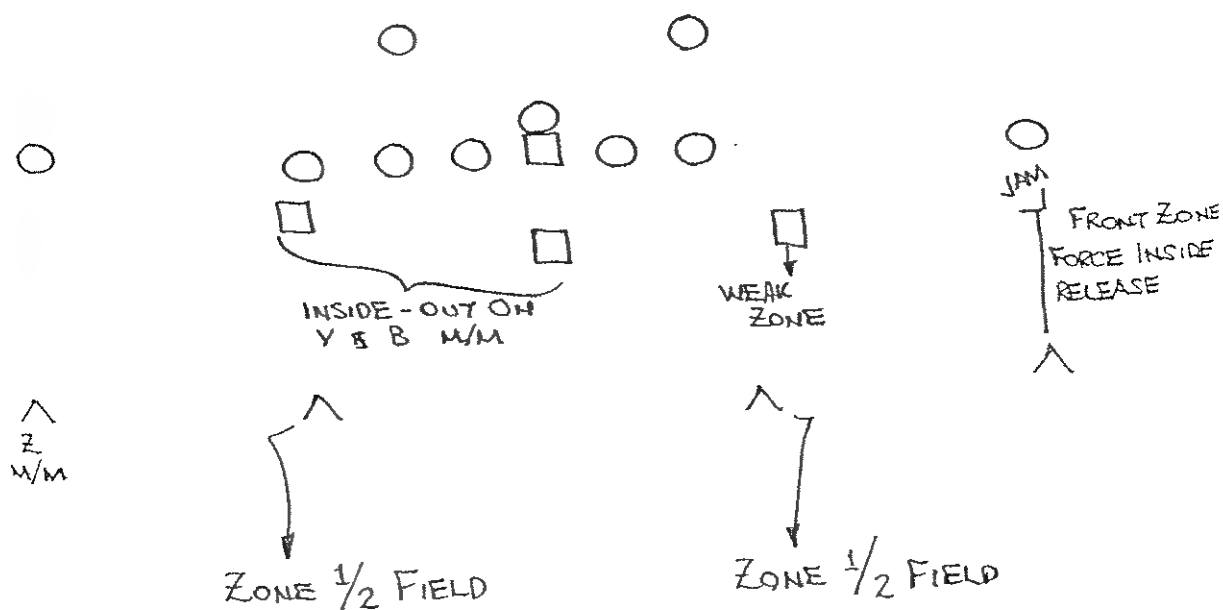
MINNESOTA VS SLOT:

AUDIBLE = *G

78 & 79 FLOW STRONG
CAN GO TEAMWORK



LEEMAR = MINN. ON OUR LEFT, ARIZONA ON OUR RIGHT-
REGARDLESS OF FORMATION.



MINNESOTA
46 JET TWIN

AUDIBLE = *G

#30

SUCE FORCE
STRONG SIDE

I & BROWN

1. STUB - M/M ON Y
2. MAC - 1ST BACK
3. BUCK - REMAINING BACK

78 & 79 FLOW WEAK
CAN GO TEAMWORK

INSIDE-OUT ON
Y & B M/M

2B

1B

L
E
M/M

ZONE 1/2 FIELD
OR FORMATION

ZONE 1/2 FIELD
OR FORMATION

R
X
M/M

BU NOTES: STUB & MAC - KEY RELEASE OF Y
BUCK - "A" BLOCKS, STACK

ARIZONA
46 JET TWIN

AUDIBLE = ZORO

JAM
FORCE
INSIDE
RELEASE

INSIDE-OUT ON Y & B

WEAK HOOK
ZONE

JAM
FORCE INSIDE
RELEASE
FRONT ZONE

1. IF Y RELEASES INSIDE,
MAC TAKES HIM; STUB SPLIT BUZ.
2. IF Y RELEASES OUTSIDE, STUB
TAKES HIM; MAC SPLIT BUZ.
3. IF Y RELEASES TO FLAT,
BOTH STUB & MAC SPLIT BUZ.

ZONE 1/2 FIELD

ZONE 1/2 FIELD

46 @ 40 TITE (STRONG)

AUDIBLE = BLACK

NO INSIDE RELEASE
JAM Z

[S]
1ST BACK
WIDE

[M] WATCH
FOR LOOKIE
1ST BACK
INSIDE

(CAN JAM X)

[B]
1ST BACK WIDE

△
Z
M/M

△
Y
M/M

△
1ST BACK
SKY

△
R
X
M/M

KEY COVERAGE FOR EVERYONE

LINEMEN: FAVOR ISX STUNTS

40 TITE WEAK (ON SNAP)

AUDIBLE = ORANGE

[S]
1ST BACK
ALL OVER

[M] BUTCH
2B
1ST BACK
INSIDE

JAM X
[B]
1ST BACK
WIDE

△
Z
M/M

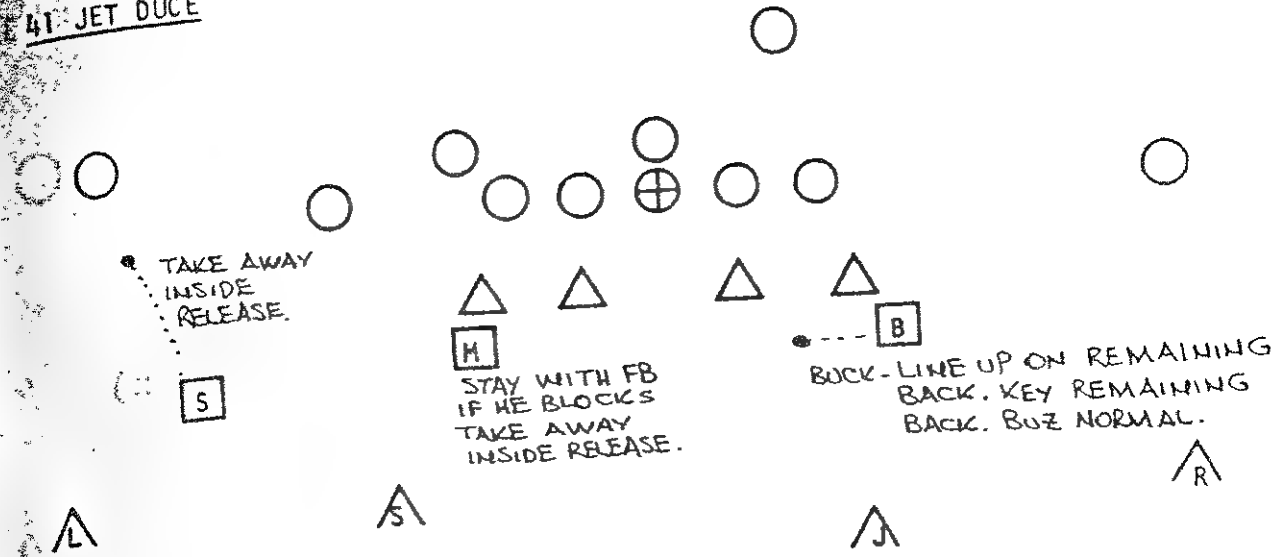
△
Y
M/M

△
1ST BACK
SKY

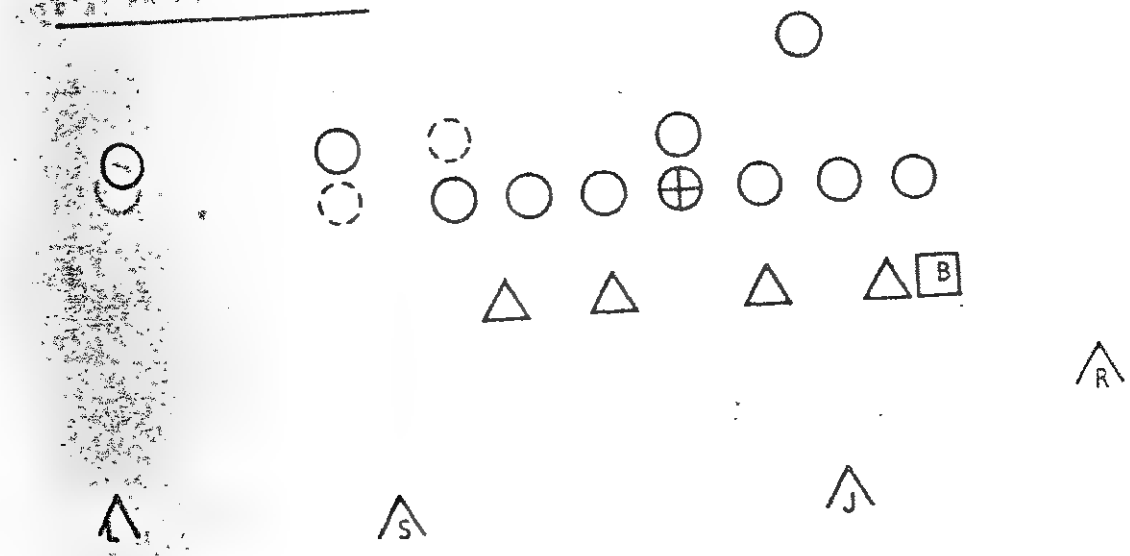
△
R
X
M/M

SAM COVERS STRAIGHT

Do NOT USE Vs
BLUE OR "C" END



NORMAL DUCE COVERAGE



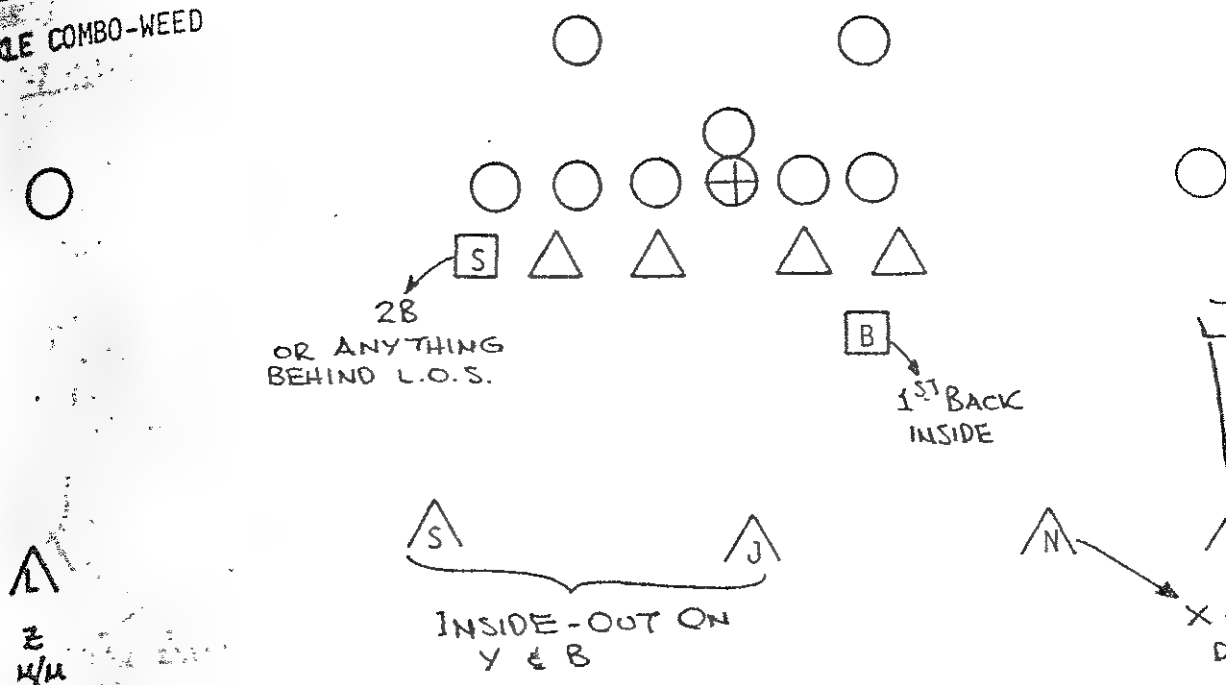
OTHER NICKLE COVERAGES

	<u>ST. SIDE</u>	<u>WEAK SIDE</u>
1. NICKLE	COMBO	FIELDER
2. "	45	POW
3. "	45	WEED
4. "	47	WEED STICK (BUCK OR NICKLE)
5. "	KEY	49 (LIKE VS BROWN)
6. "	WEAK WIND	
7. "	SPECIAL (VS SLOT)	
8. "	MINN.	
9. "	GERONIMO	
10. "	GERONIMO	STUB-BUCK
11. "	SAM GERONIMO	

NICKLE 33 COVERAGES

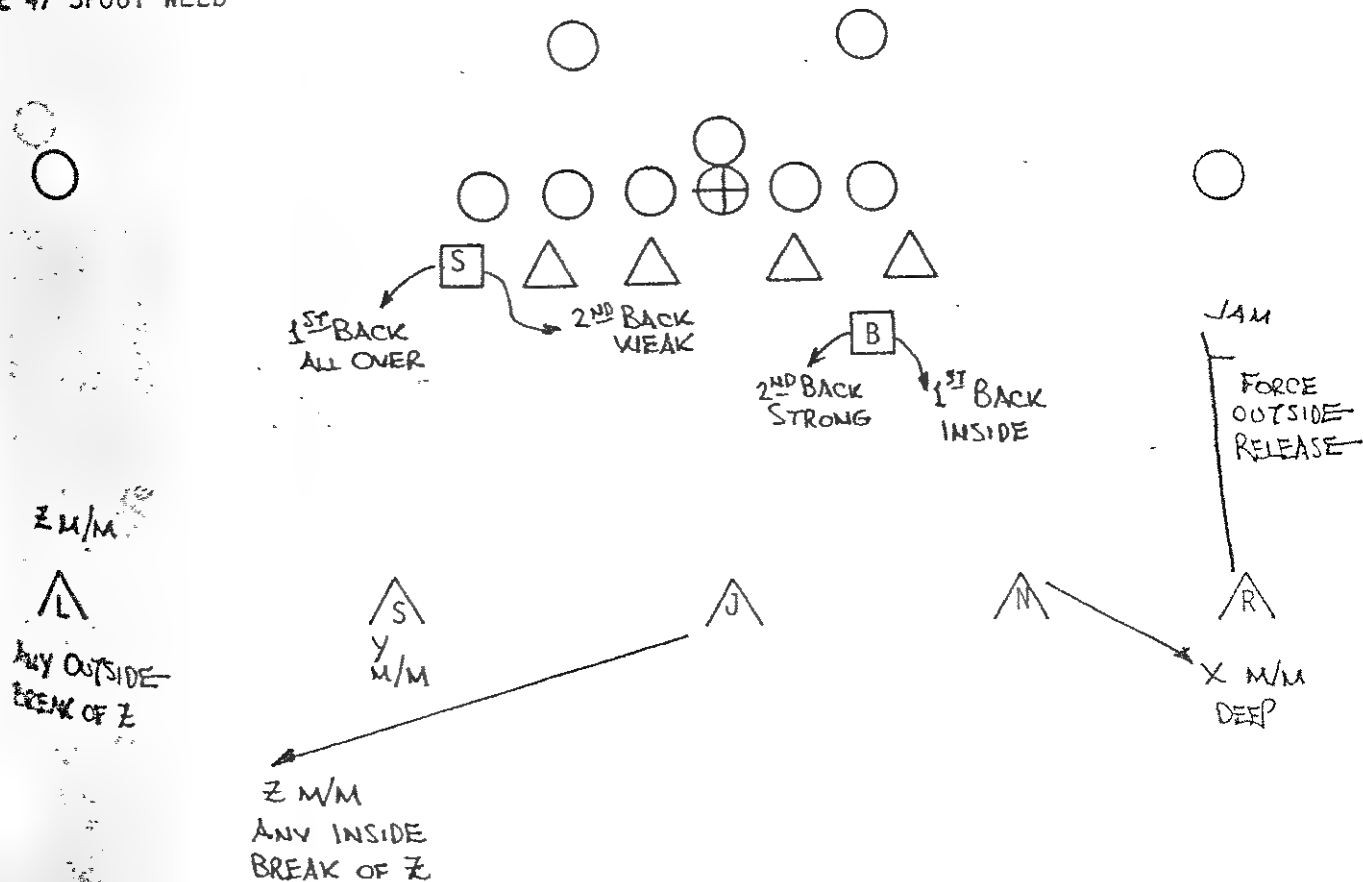
1. 33 NICKLE	47 KEY
2. 33 "	47 SOX KEY
3. 33 "	47 SPOUT KEY
4. 33 "	47 SPOUT SOX KEY
5. 33 "	45 KEY (BUTCH, WEED, BUCK I)
6. 33 "	MINNESOTA BUCK I (OX)
7. 33 "	66 (SOX-OX)
8. 33 "	2D (TITE)
9. 33 "	KEY 49
10. 33 "	KEY (SOX) 49
11. 33 "	GERONIMO

NICKLE COMBO-WEED



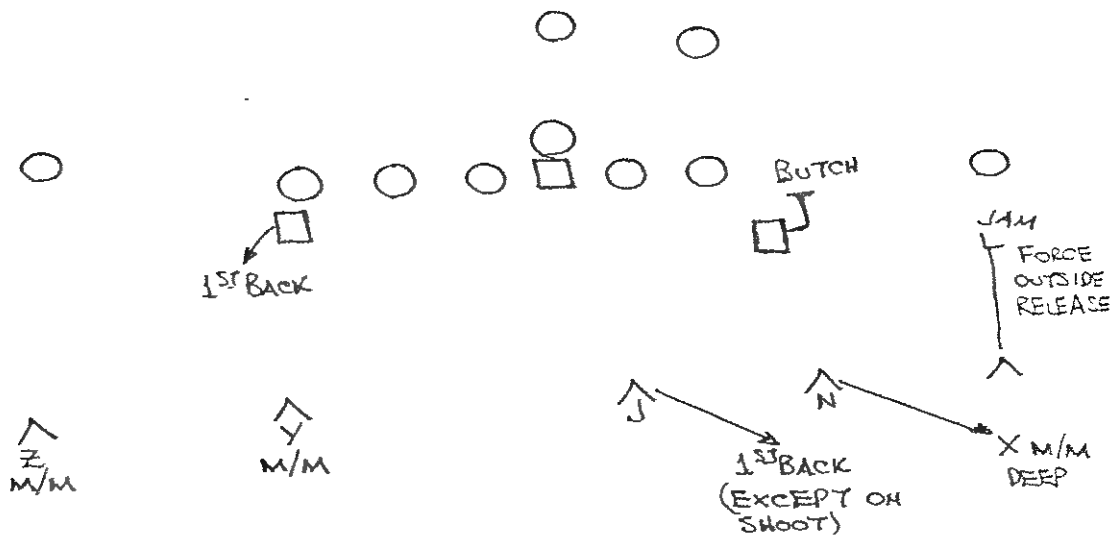
CAN PLAY COMBO "C"

NICKLE 47 SPOUT WEED



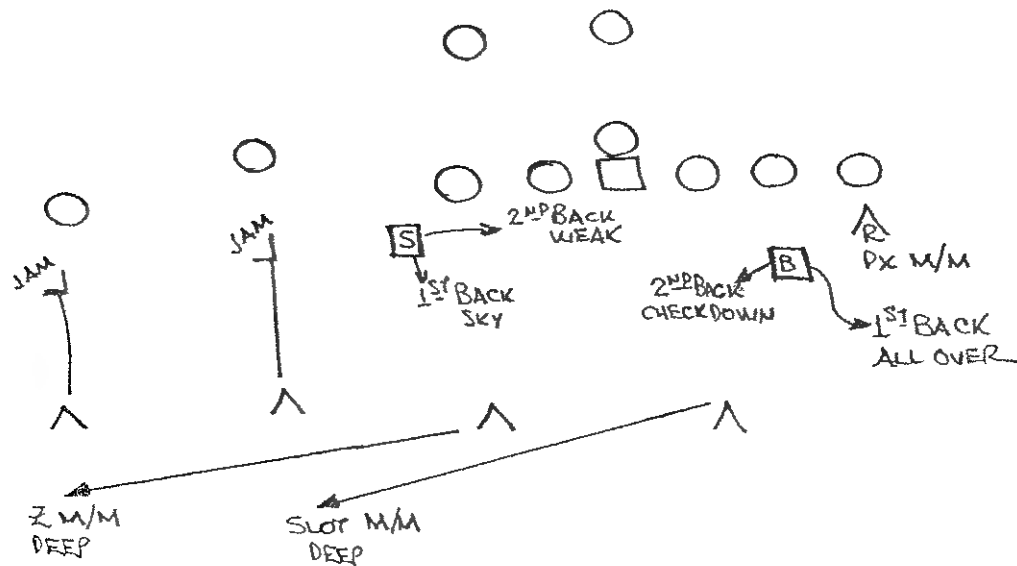
NICKLE WEAK WINO:

AUDIBLE = WINO
WOW

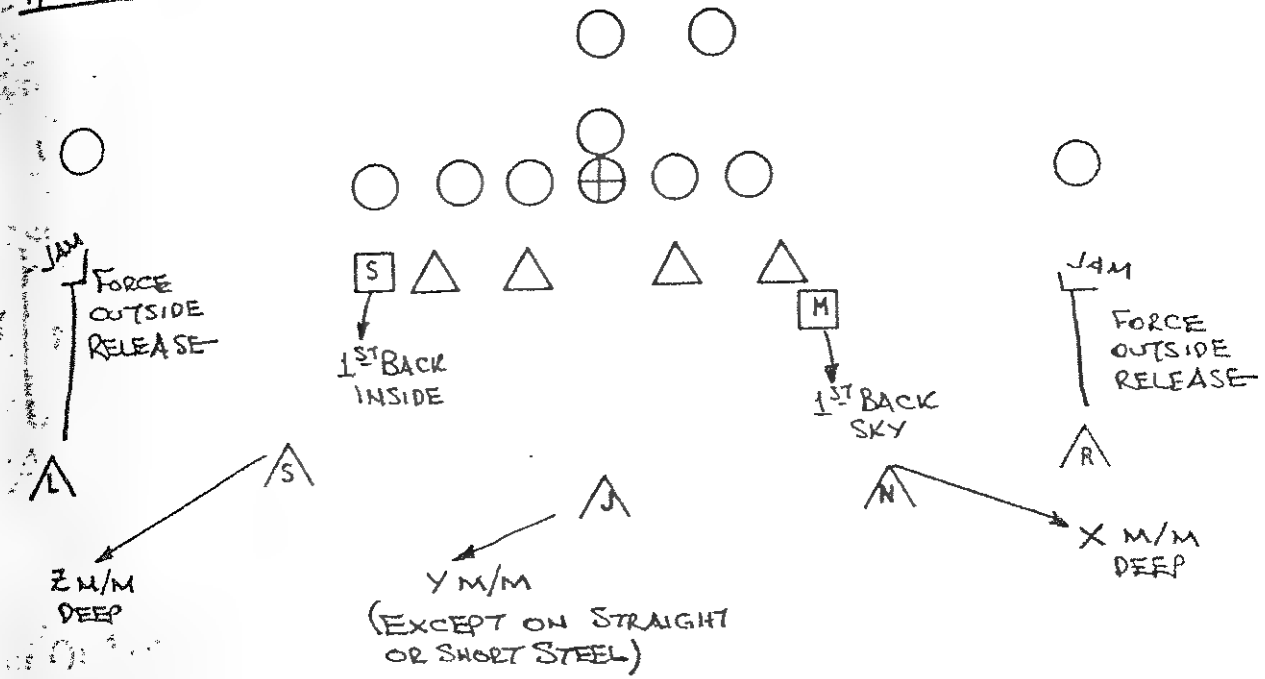


NICKLE SPECIAL:

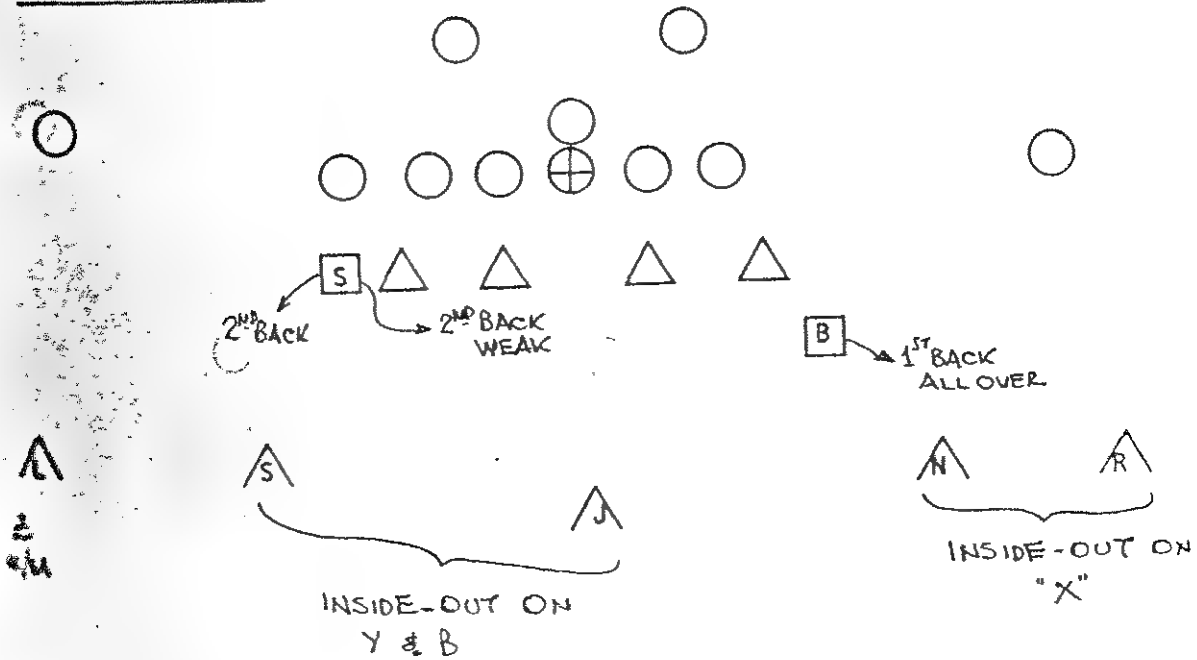
AUDIBLE = SPECIAL



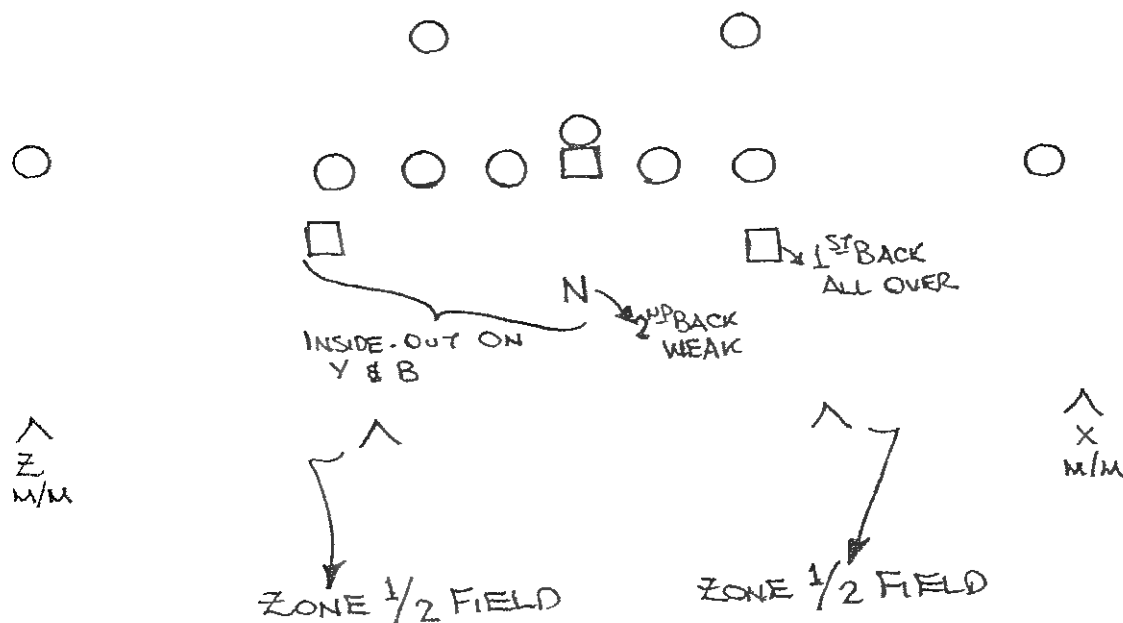
47 NICKEL-WEED



COMBO NICKEL-POW

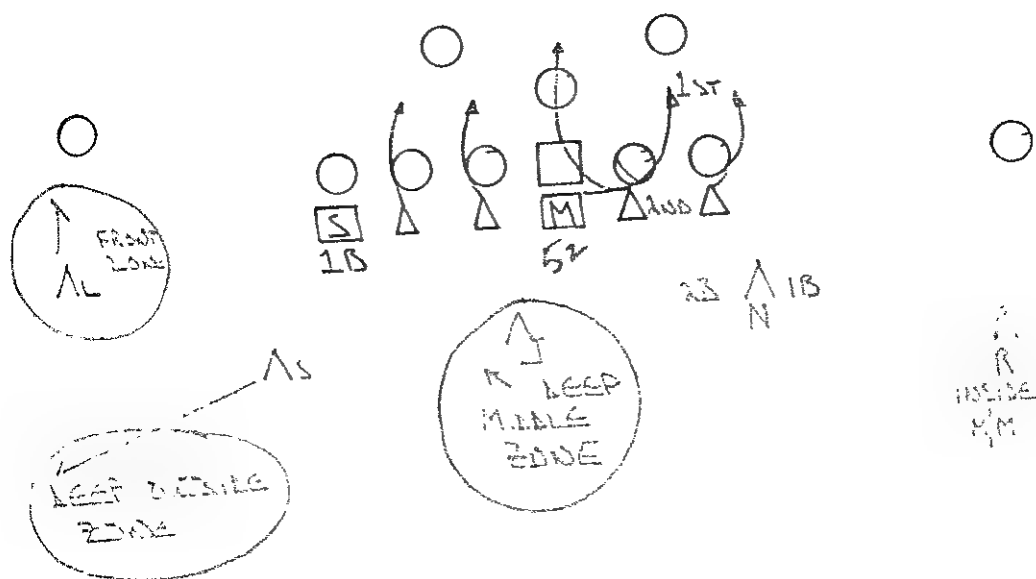


NICKLE MINN:



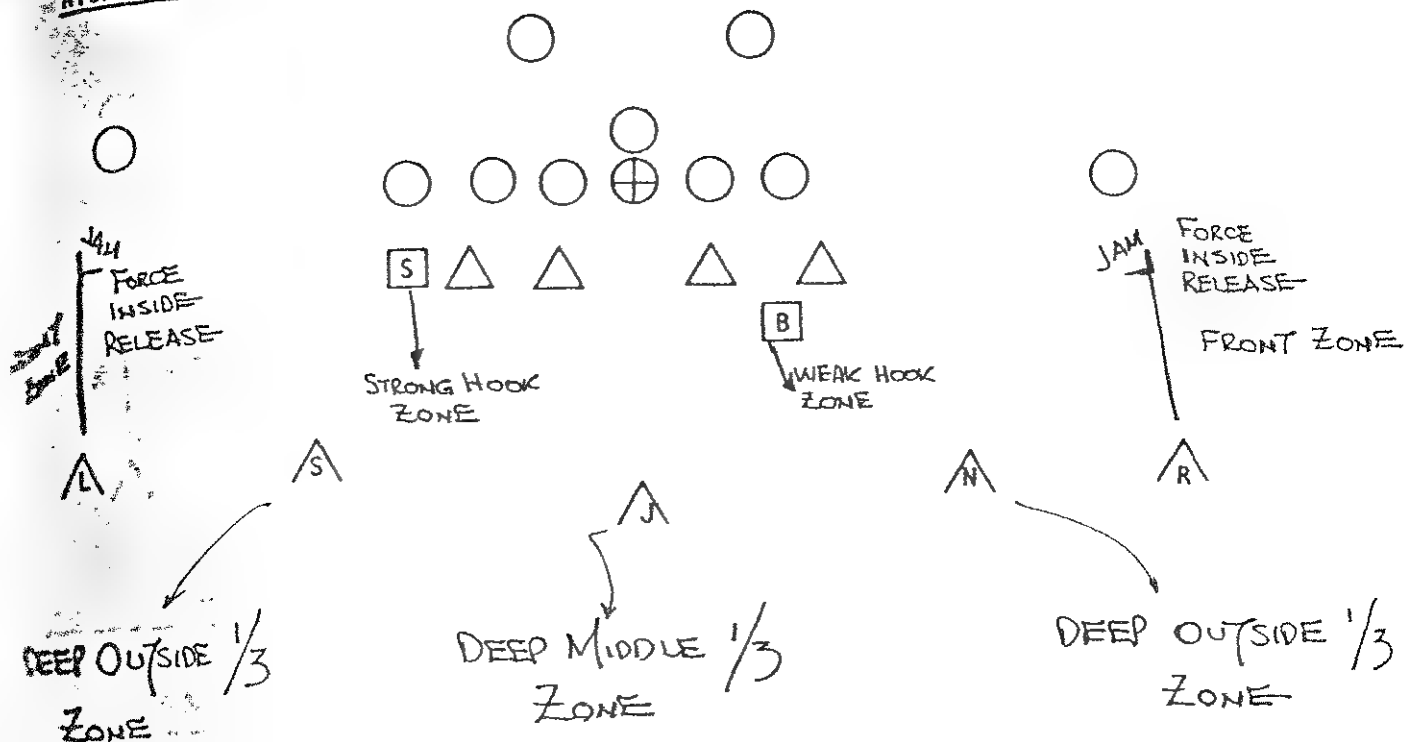
NICKLE 50 SKEEZIX

USE 47
USE 45



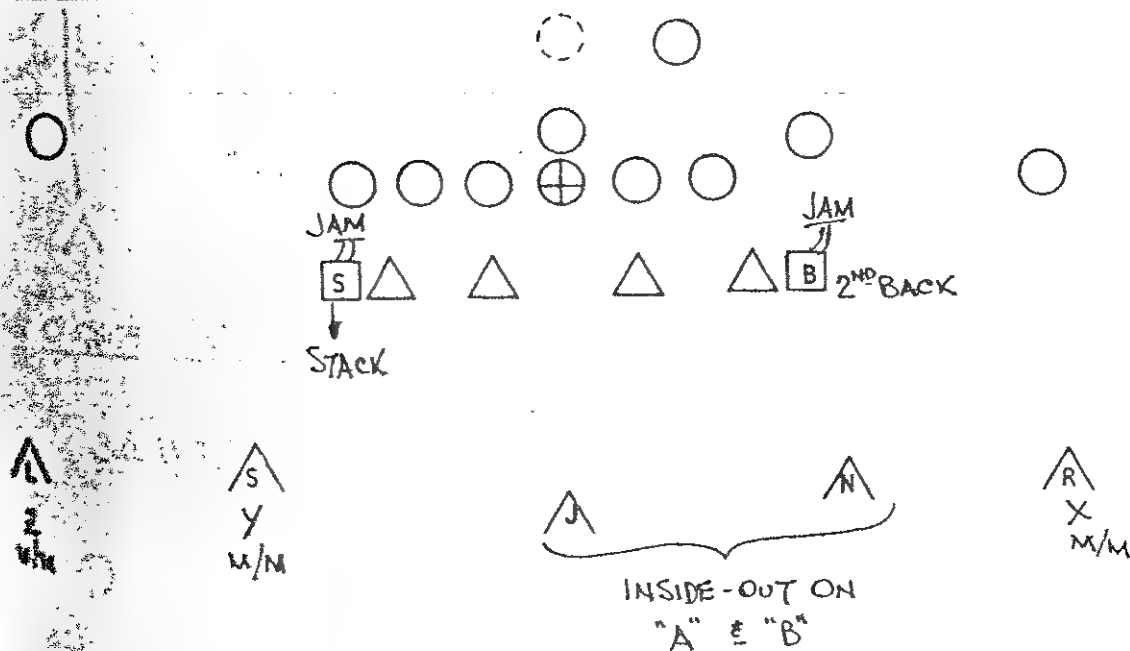
GERONIMO

NICKEL-ZONE



CAN PLAY SAM GERONIMO

NICKEL WITCH



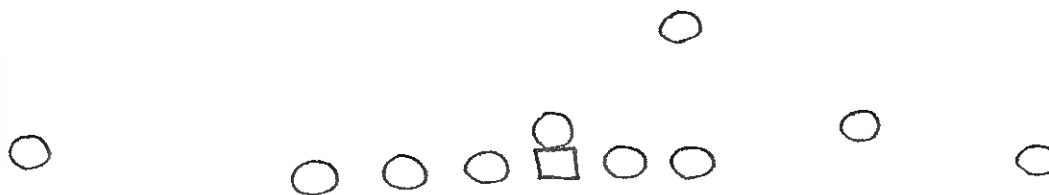
CAN RUN "C" WITCH WEAK

DIME: STRONG COV. = SPOUT
45 SAM
COMBO

WEAK COV. = WEED
POW
KEY

DIME DOGS = 66
TEXAS

NICKLE:



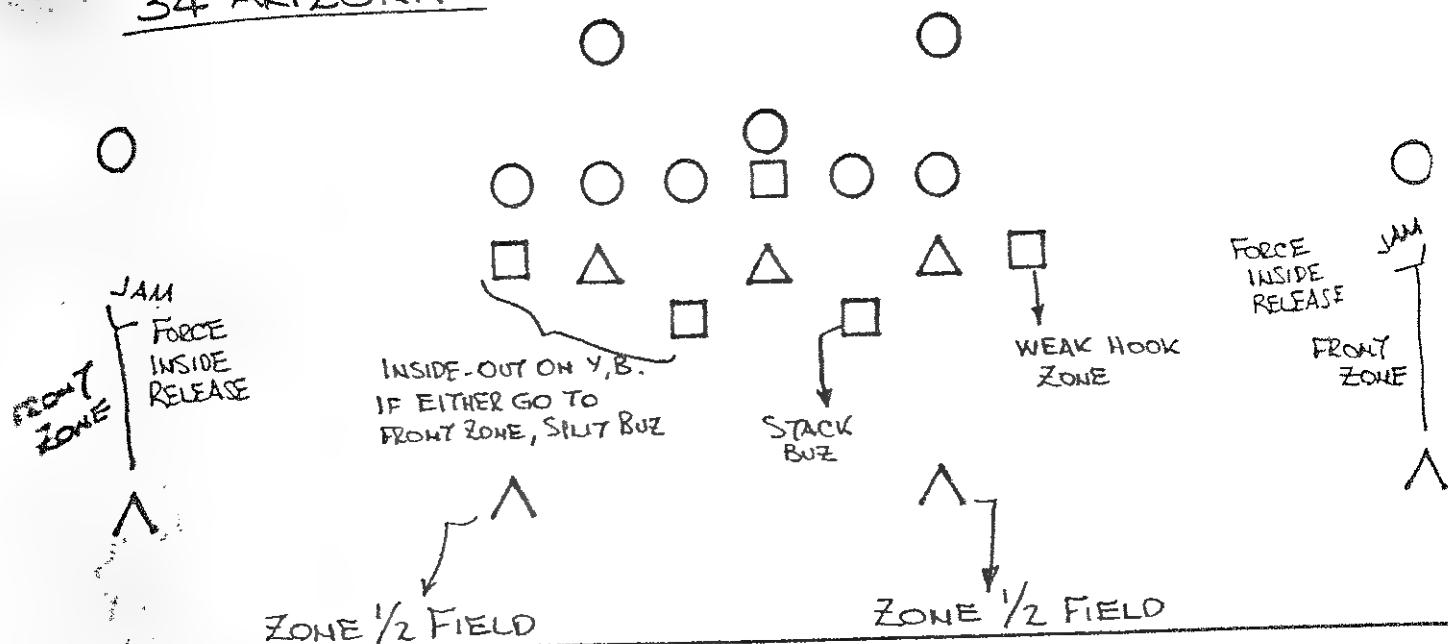
WEAK:

1. KEY
2. BUCK WEED
3. BUCK I
4. REVERSE STRENGTH
5. 66

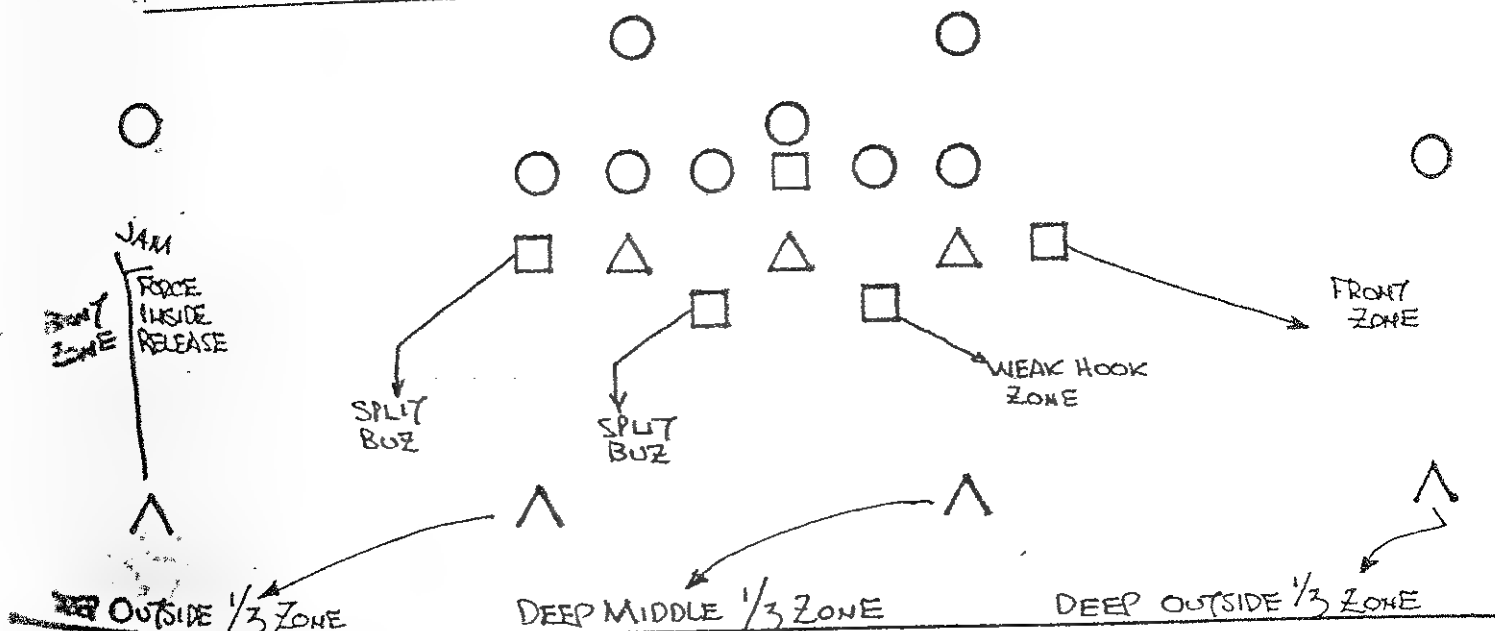
STRONG:

1. COMBO "C"
2. COMBO "B"
3. SPOUT

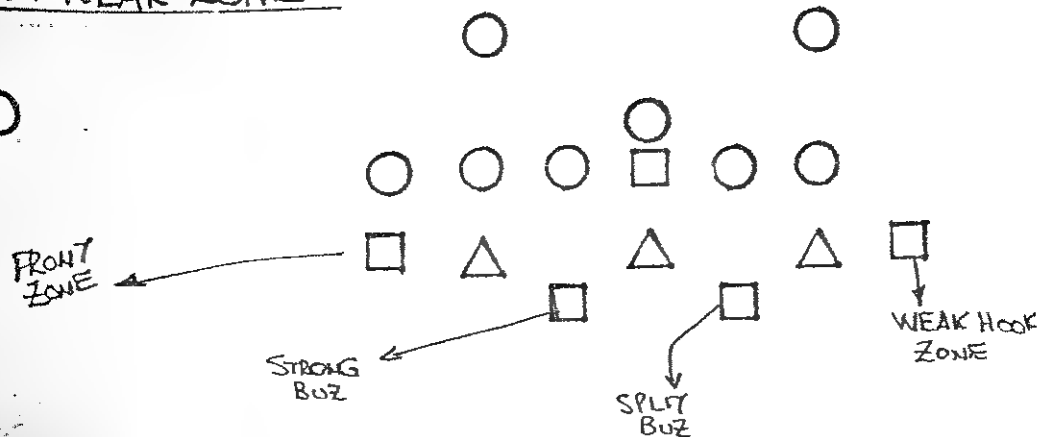
34 ARIZONA



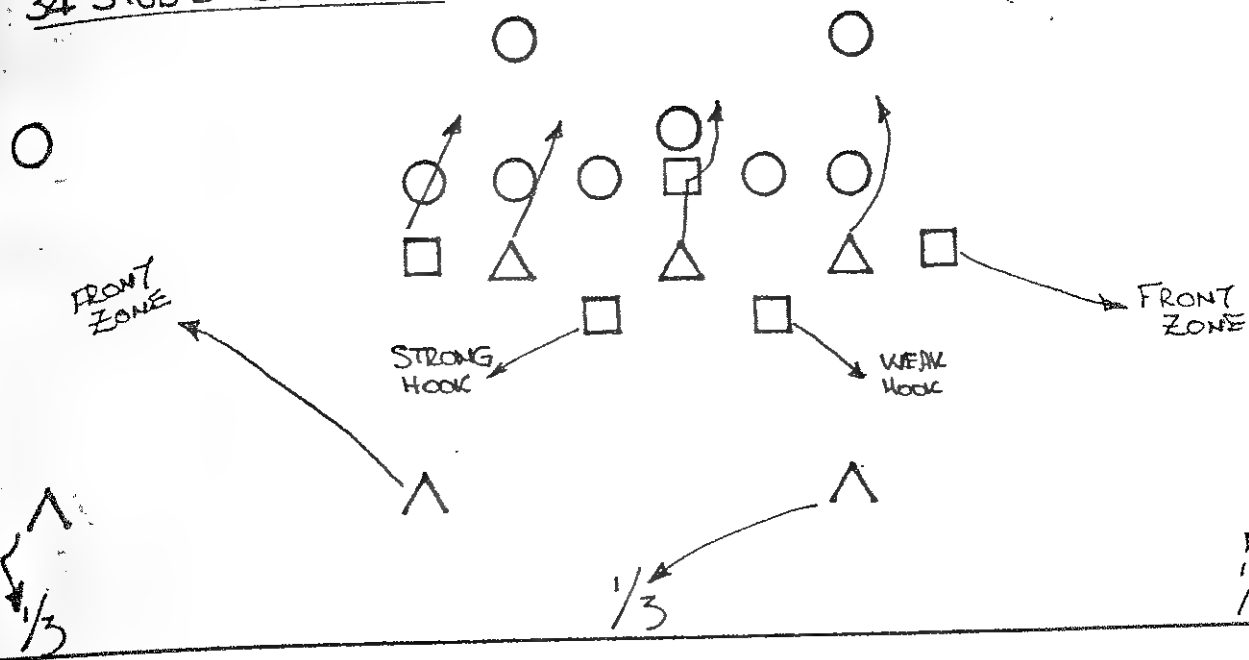
34 STRONG ZONE



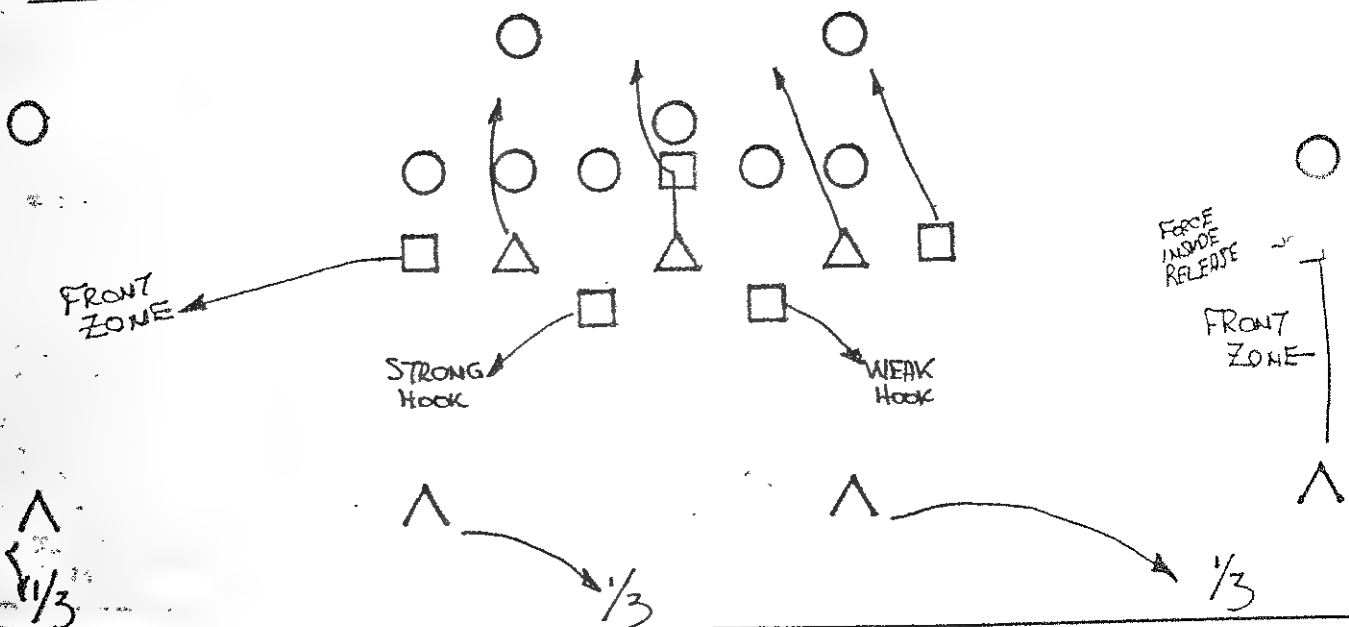
34 WEAK ZONE



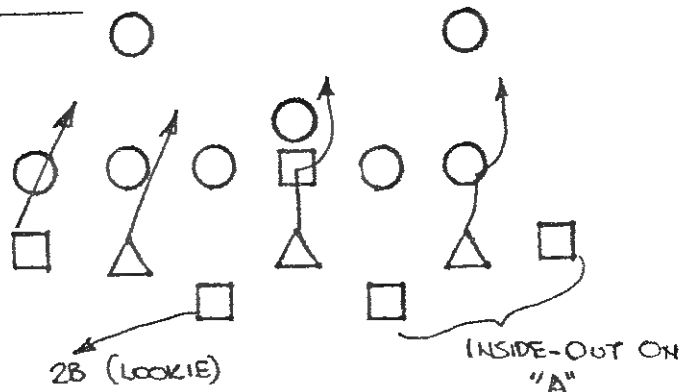
34 STUB I - SAM ZONE

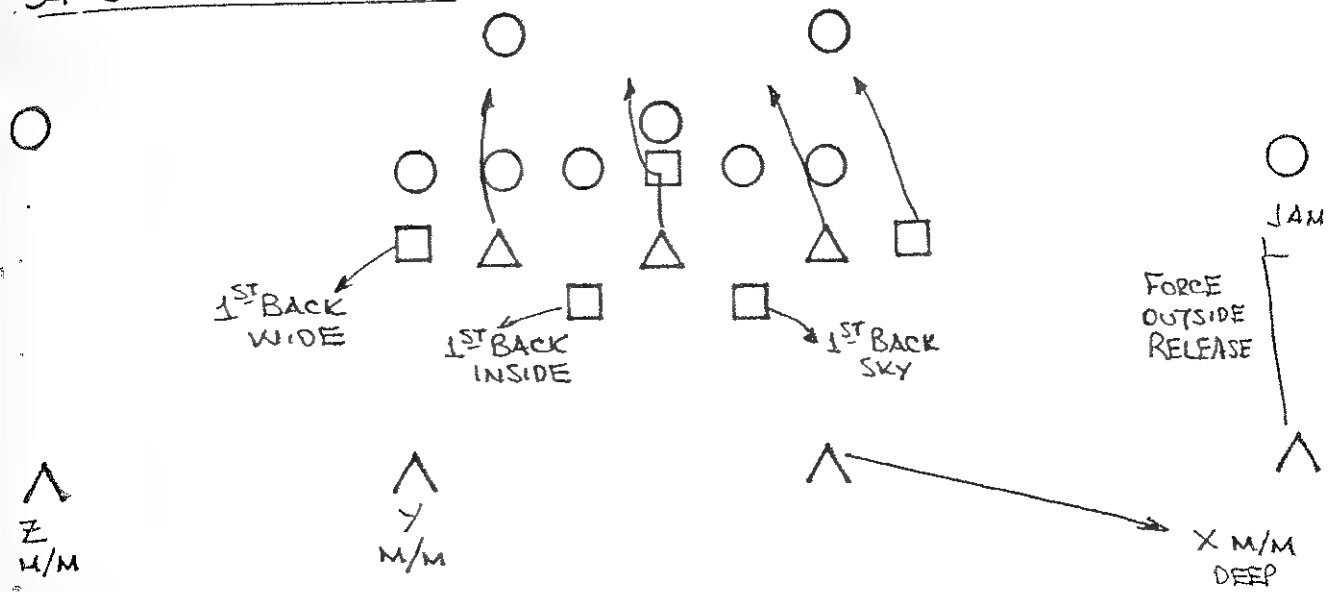
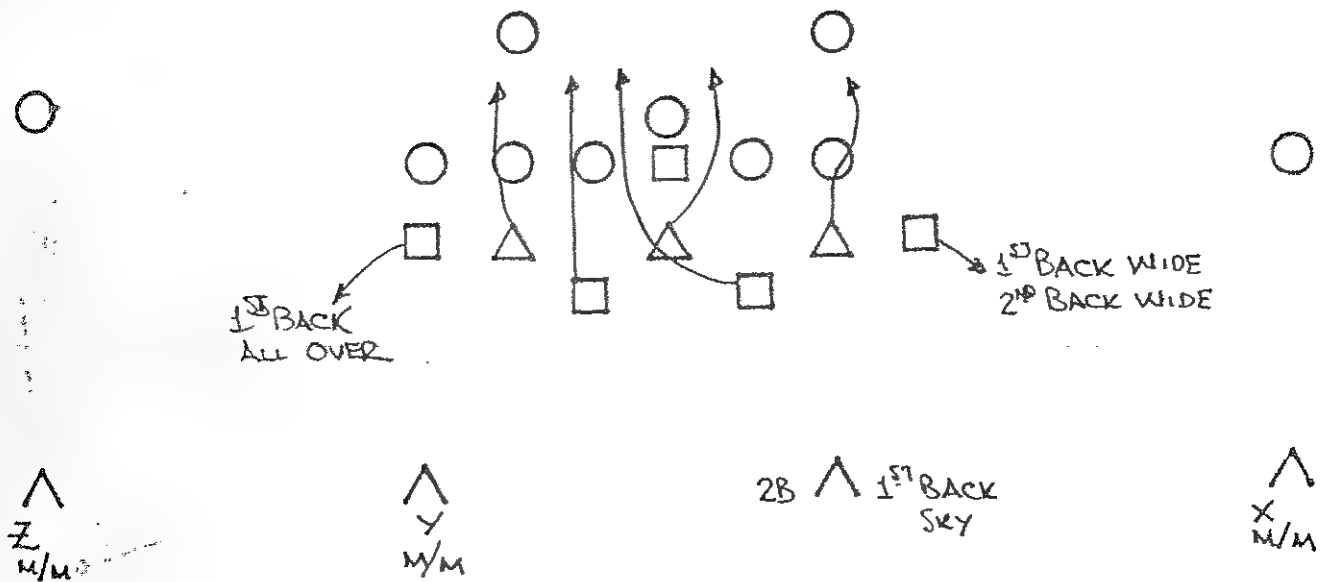
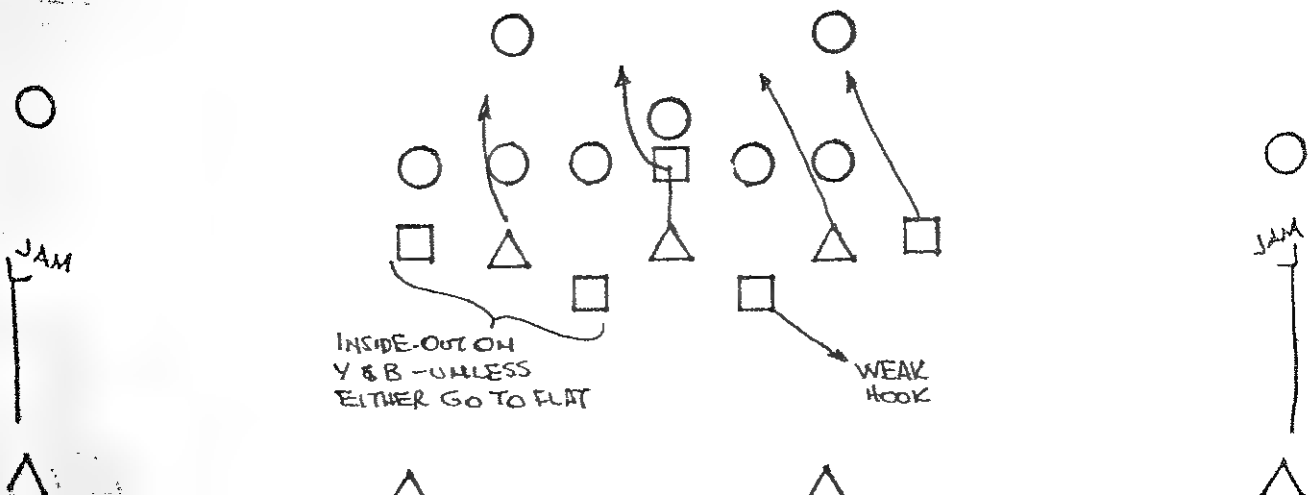


34 BUCK I - WEAK ZONE

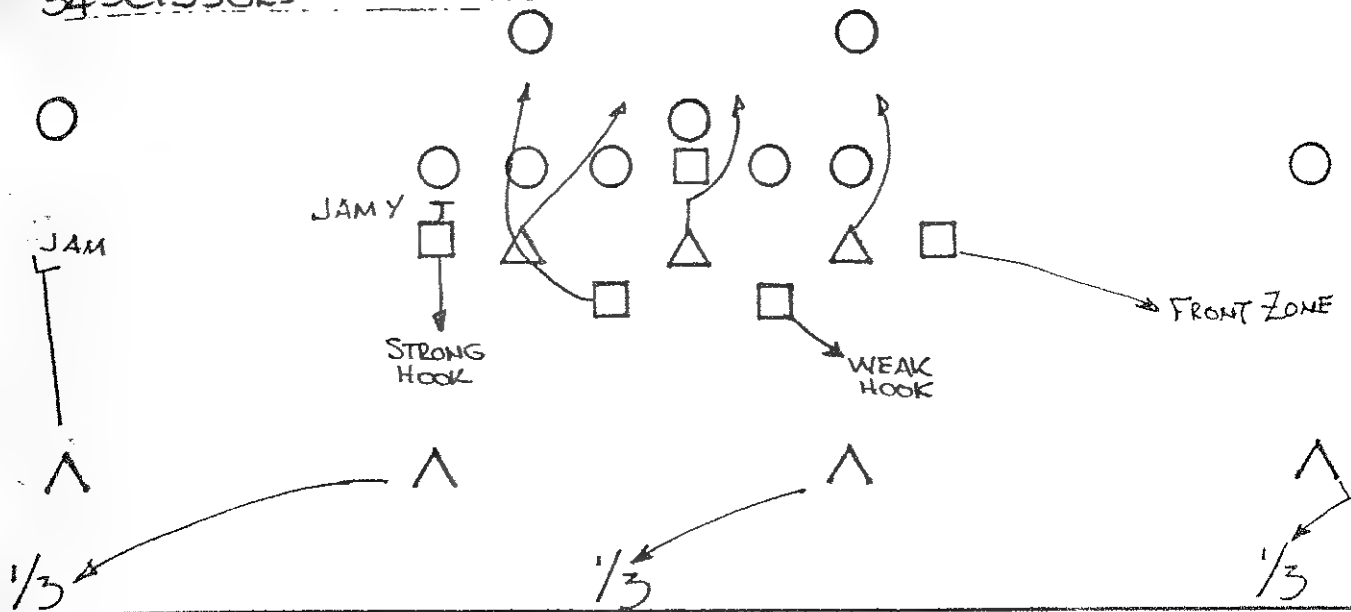


34 STUB I - COMBO

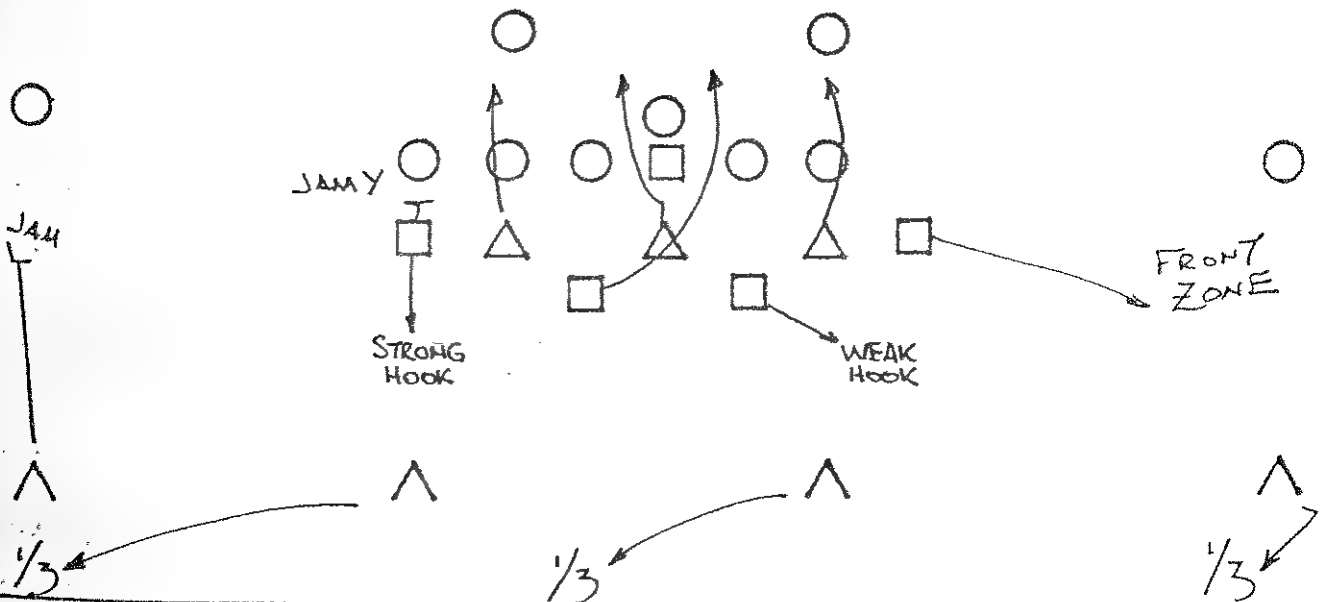


34 BUCK I - WEED34 KEY - HAM34 BUCK I - ARIZONA

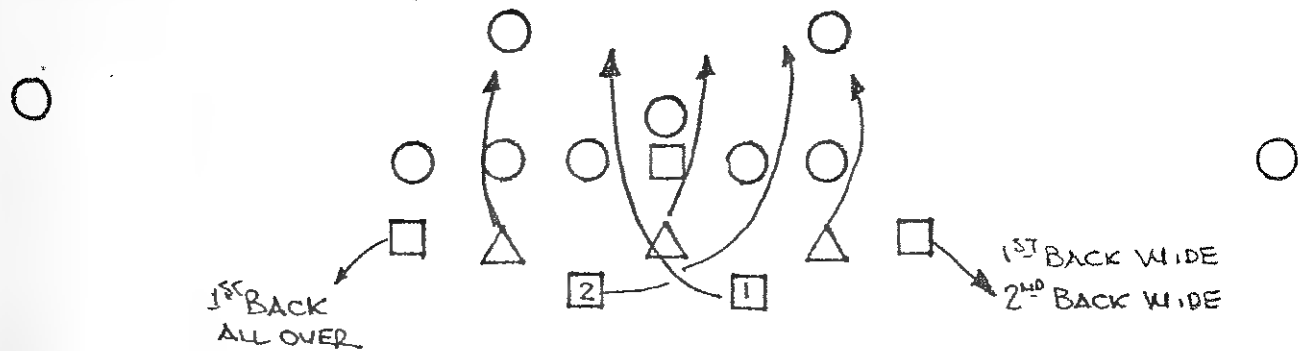
34 SCISSORS - ST. ZONE



34 MAC I - ST. ZONE



34 CRISS-CROSS-KEY



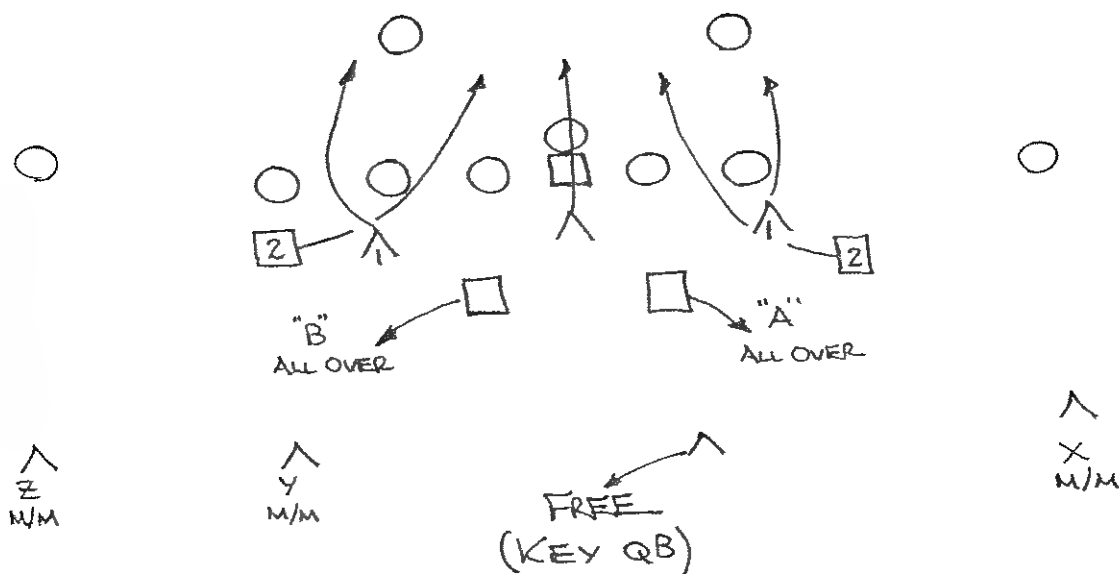
1ST BACK ALL OVER

1ST BACK WIDE

2ND BACK WIDE

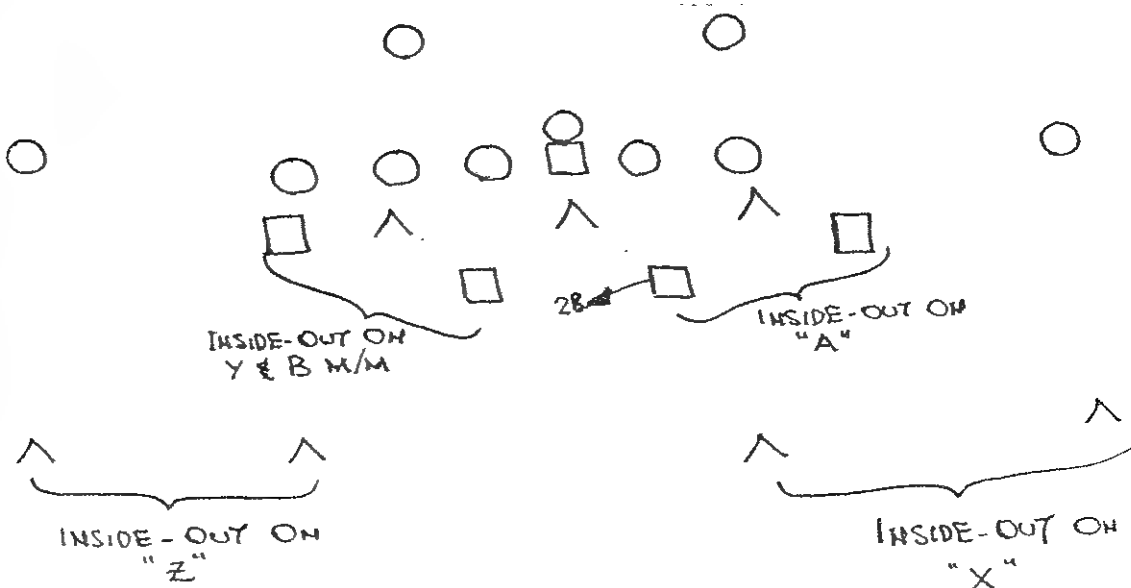
1ST BACK

34 - Sox - OX (66):

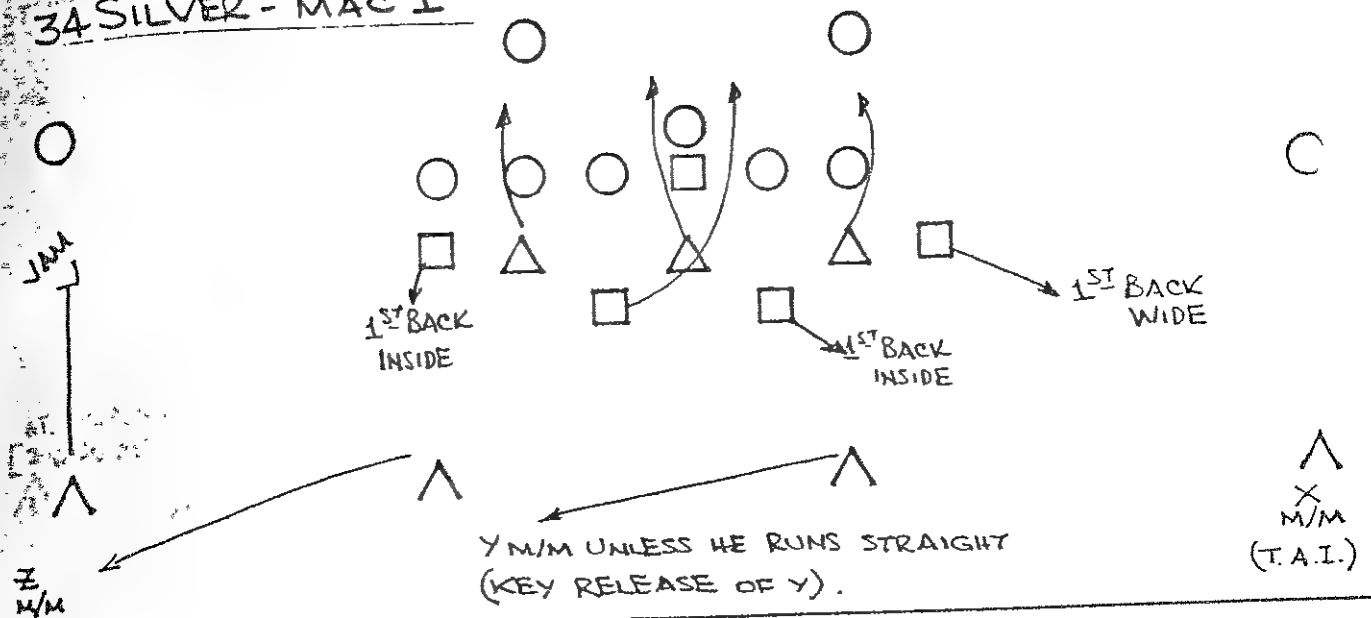


34 Post-Pow:

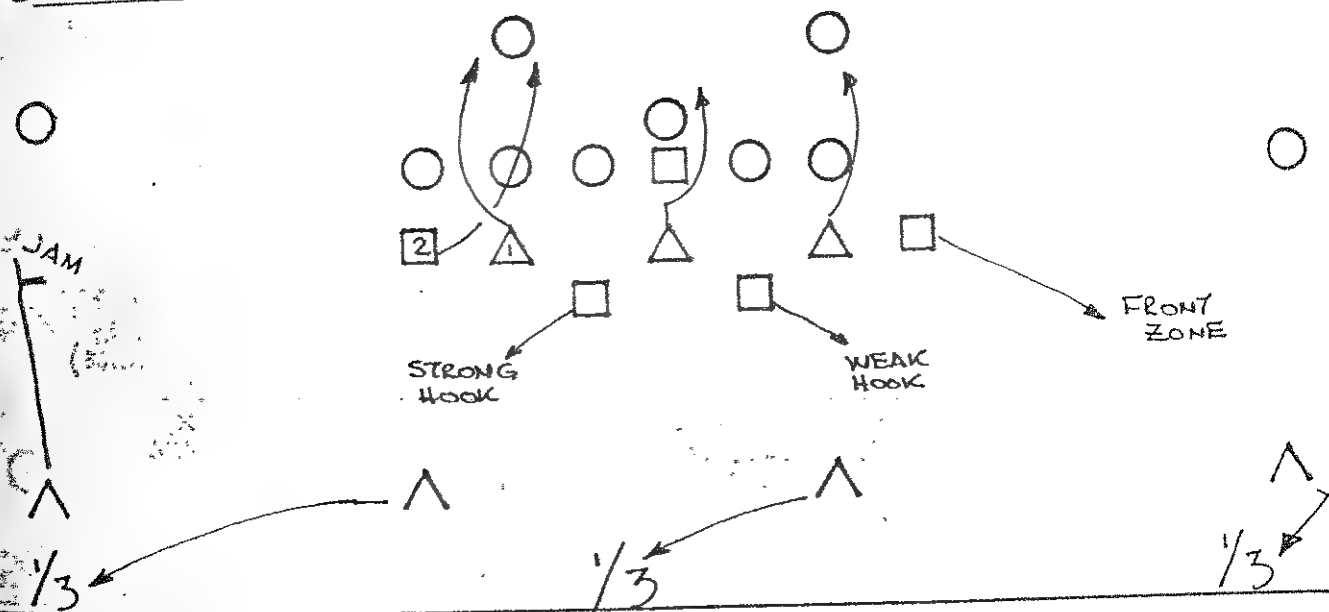
FLOW WEAK - STRONG MAC
TAKE B BACK



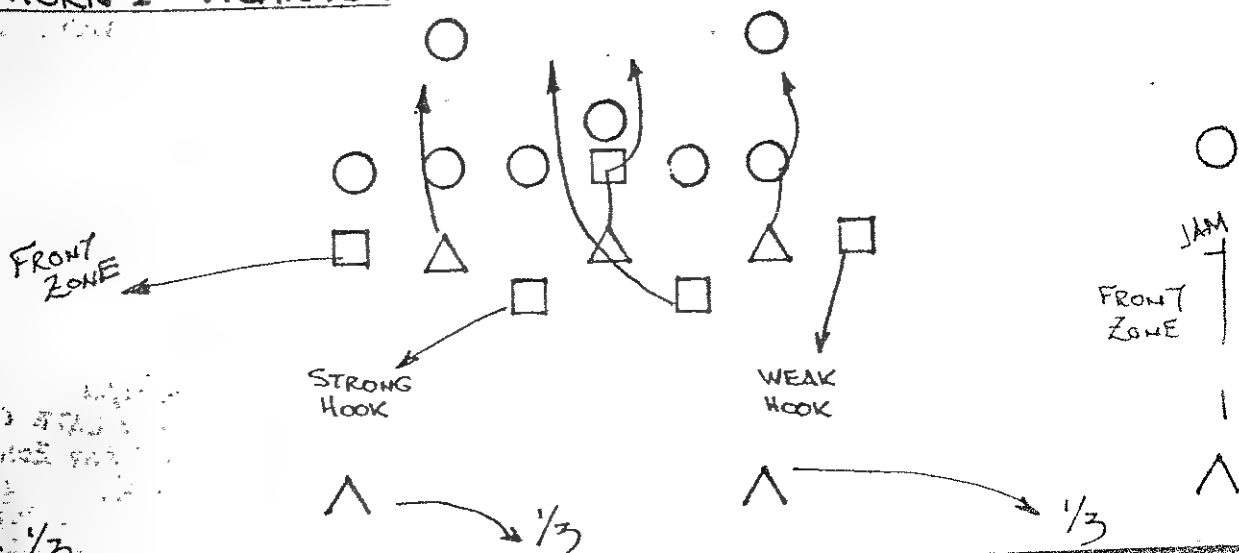
34 SILVER - MAC I



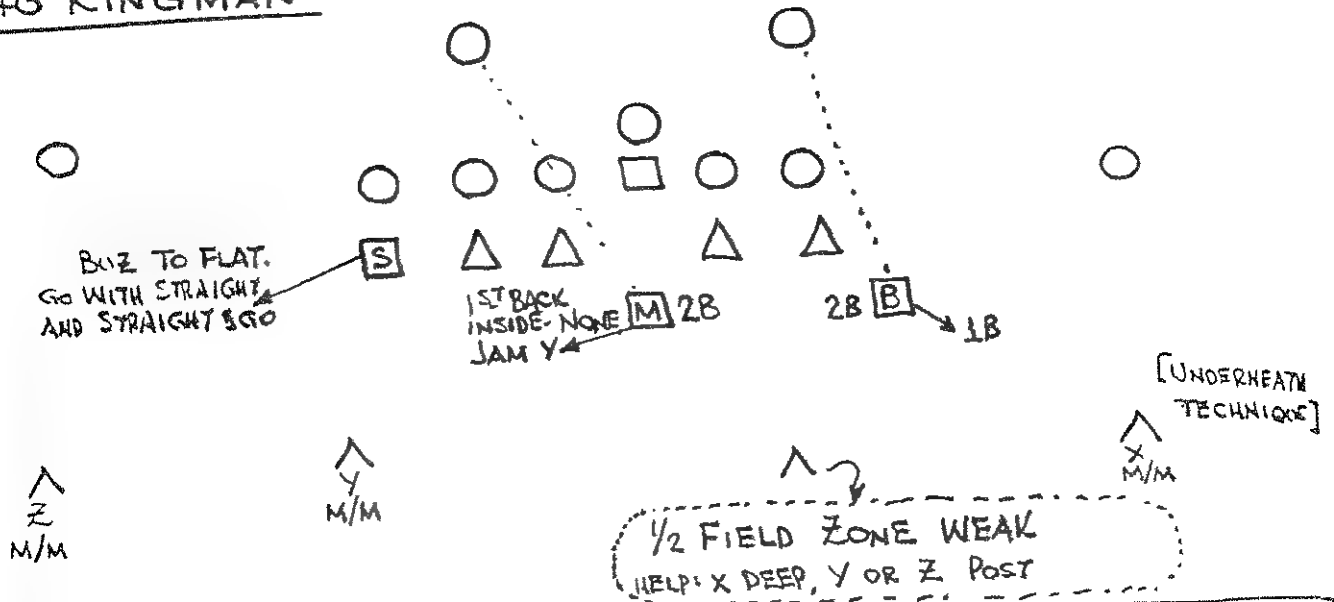
34 SOX - STRONG ZONE



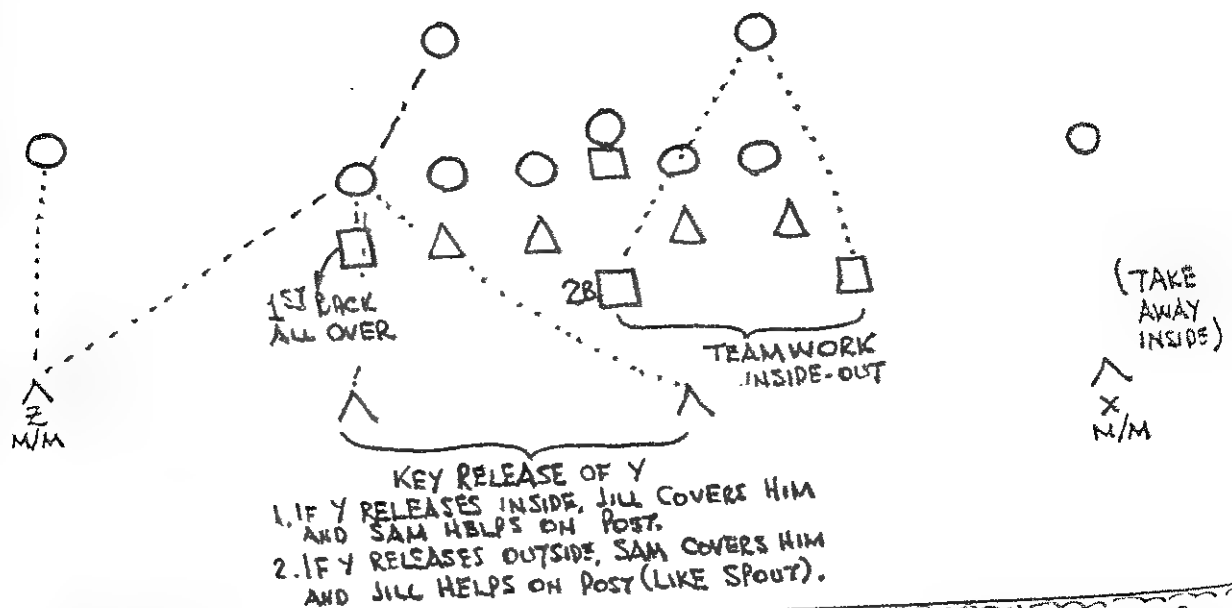
34 HORN I - WEAK ZONE



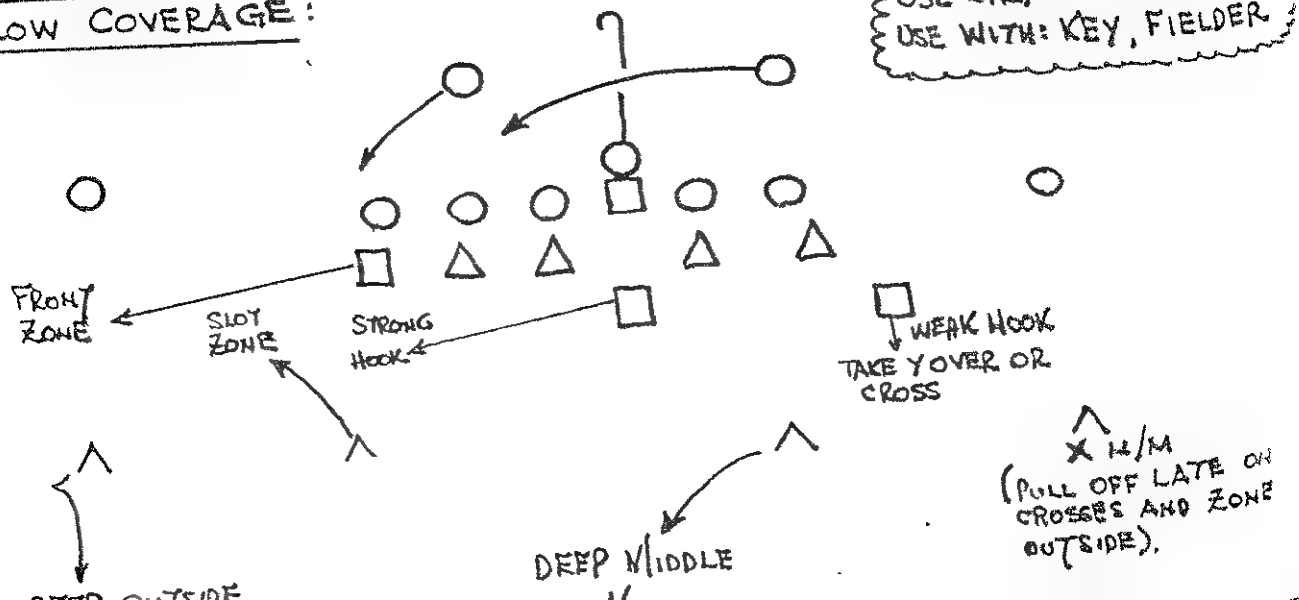
4G KINGMAN:

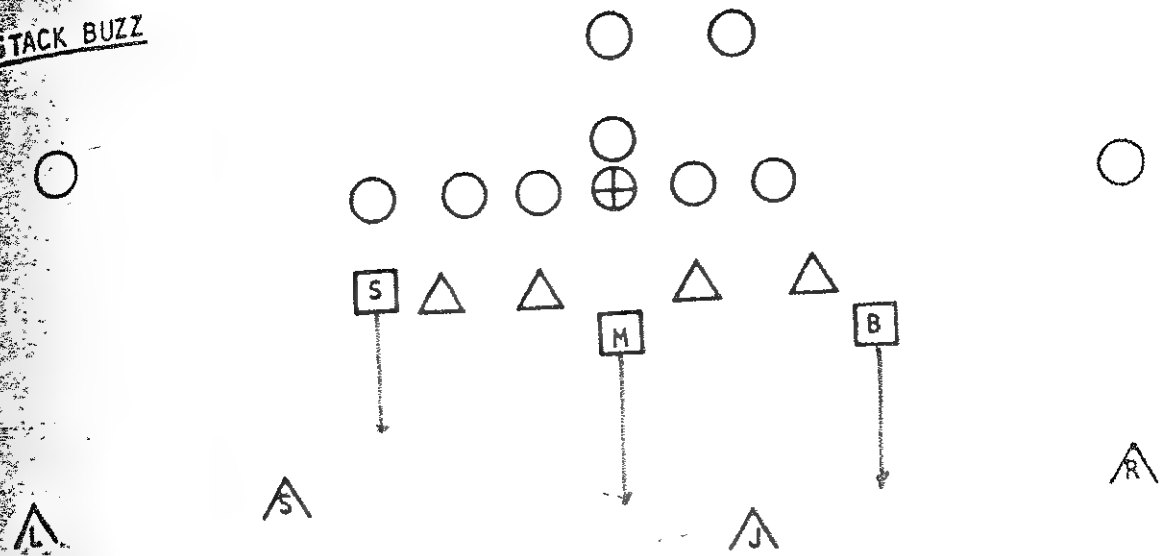
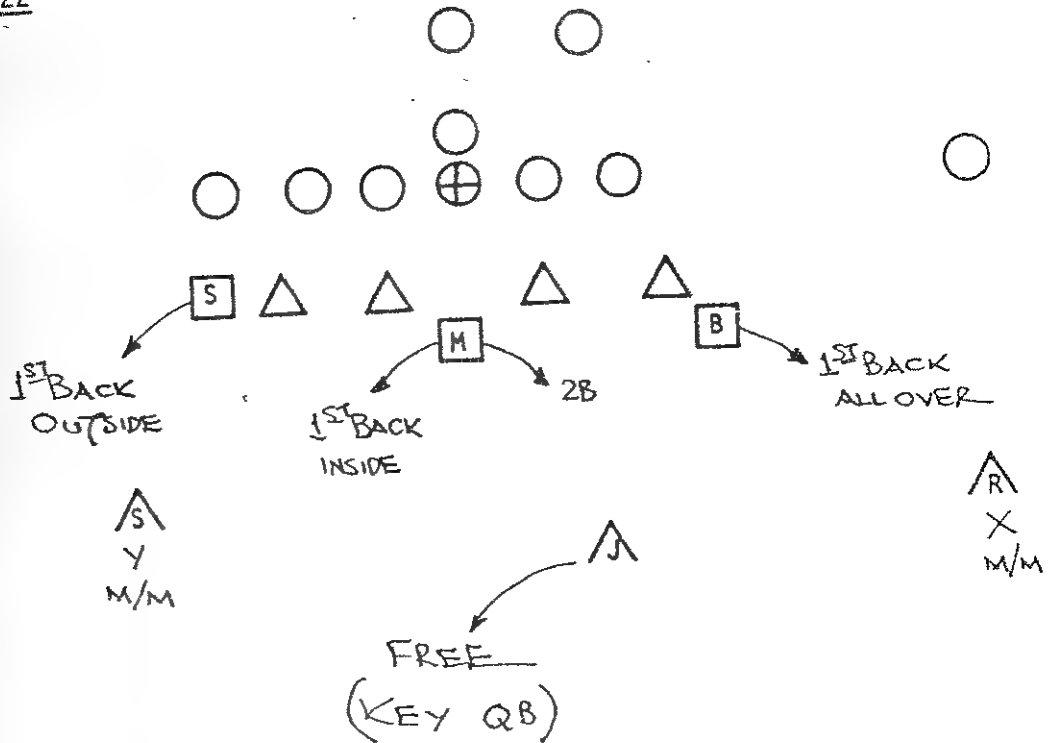


4G ZIP:

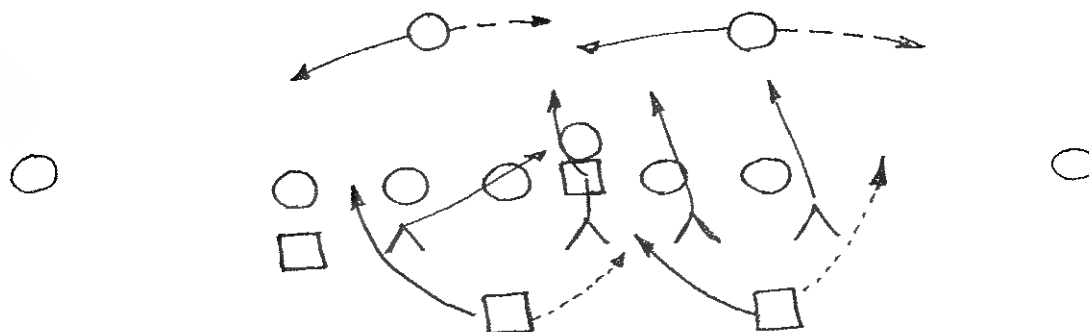


FLOW COVERAGE:



STACK BUZZFIELDER
STEELER BUZZ

54 SCISSORS :



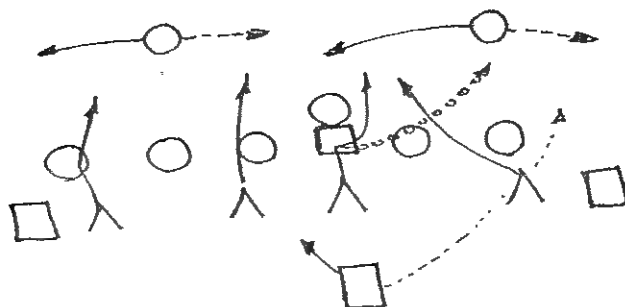
ALL COVERAGES APPLY

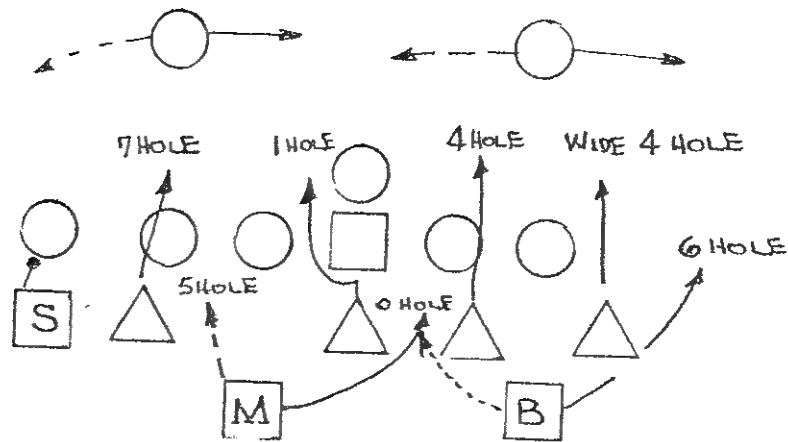
54 Vs SLOT :

1. MAC STACK Vs "I SLOT"
"RED SLOT"
"BROWN SLOT"
2. MAC REG (RAM) Vs "BLUE SLOT"
3. REGULAR POSITIONS ON NORMAL SETS

56 WILLIE :

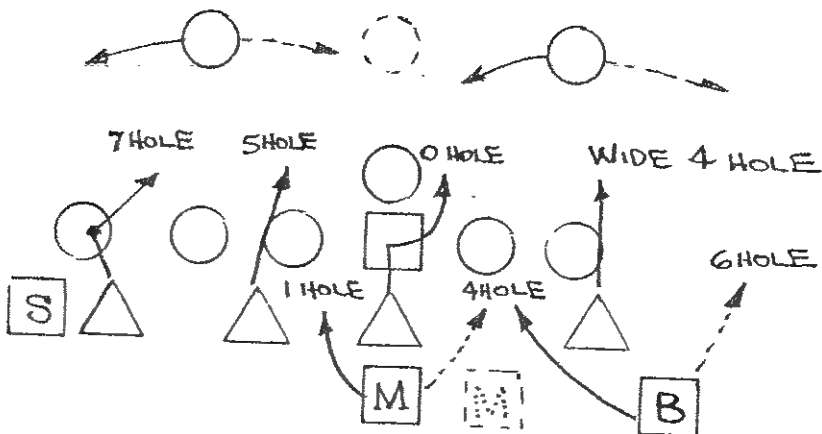
REX CHANGE
IF PASS DEVELOPS
.....





ALL COVERAGES
APPLY

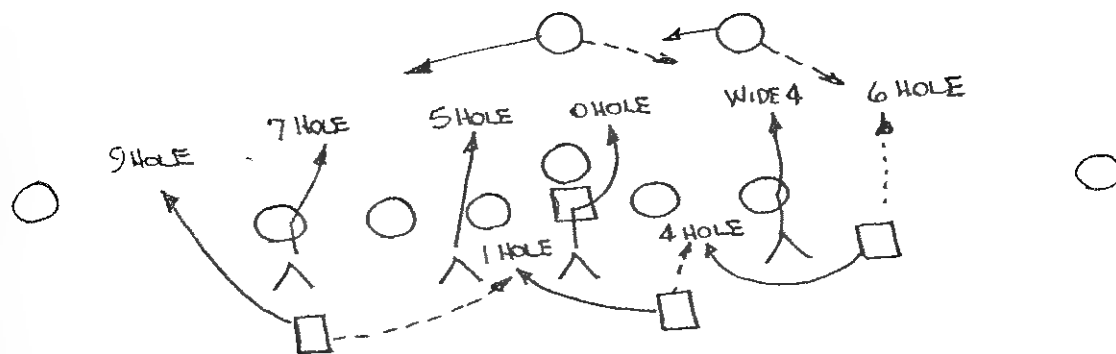
SHIFT INTO



ALL COVERAGES
APPLY

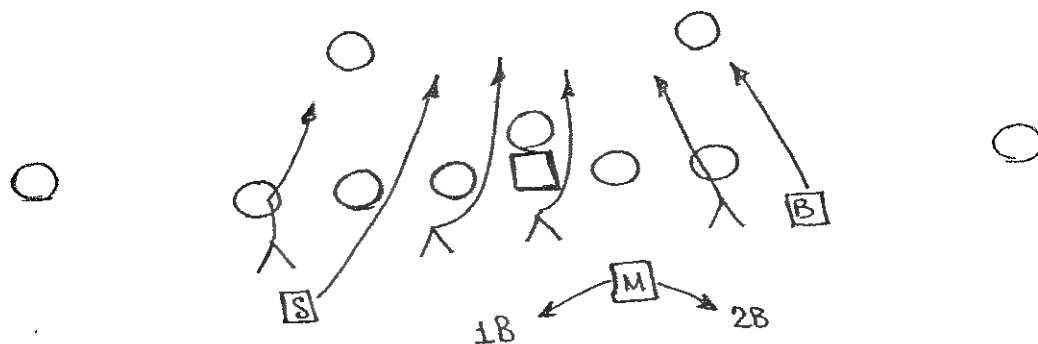
SHIFT INTO

56 STING :

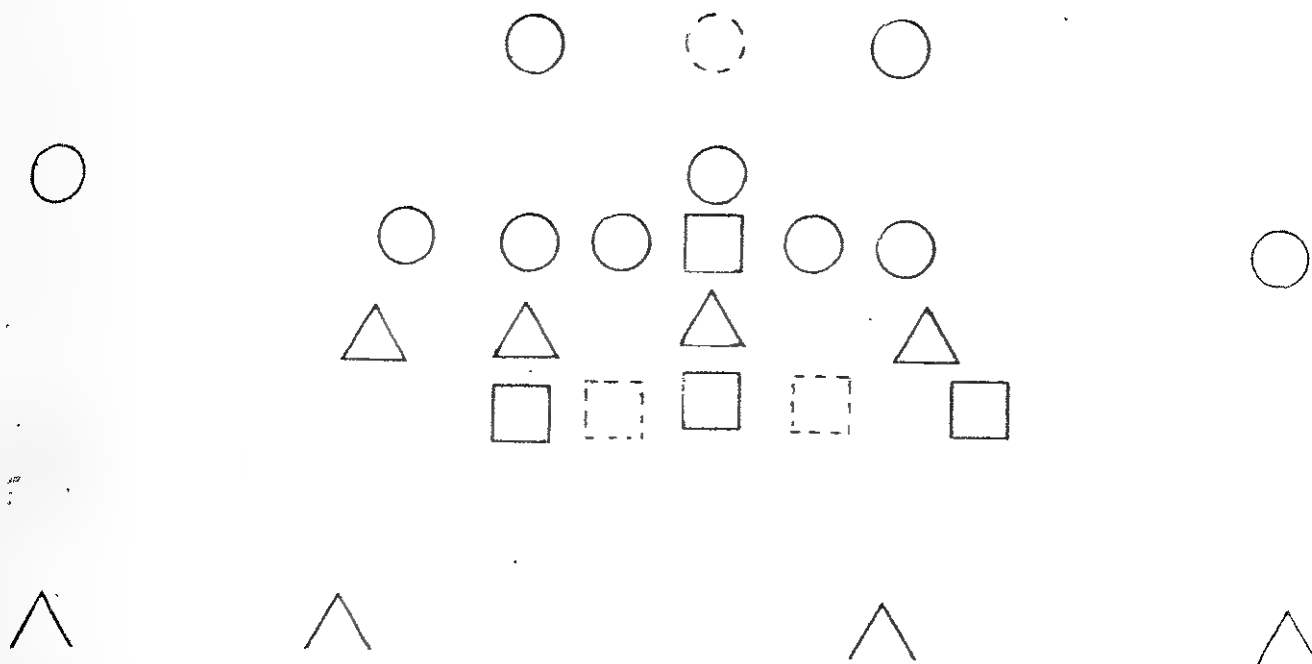


COVERAGES TO USE: SAM ZONE
WEED
LOUY

56 STING 2D :

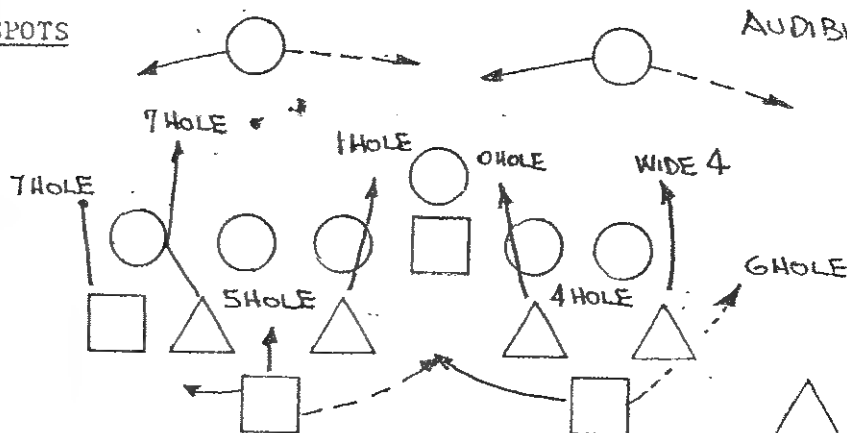


[DOG COVERAGE FOR BACKS]



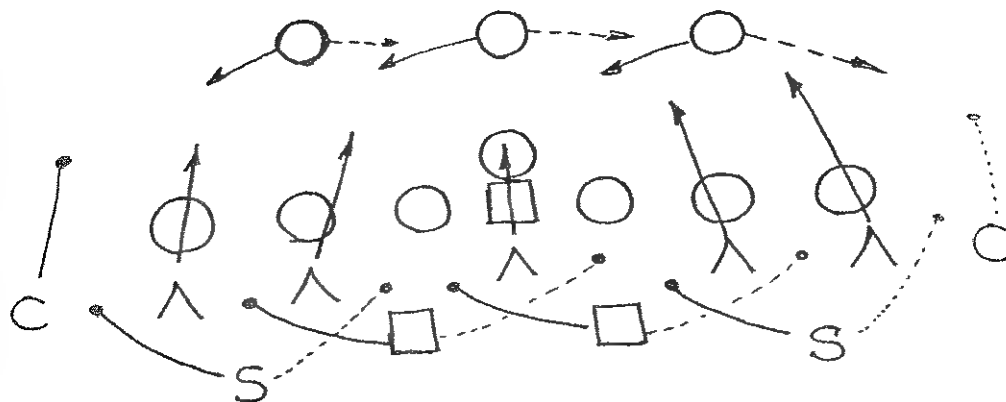
44 JET GIN SPOTS

AUDIBLE = COLT



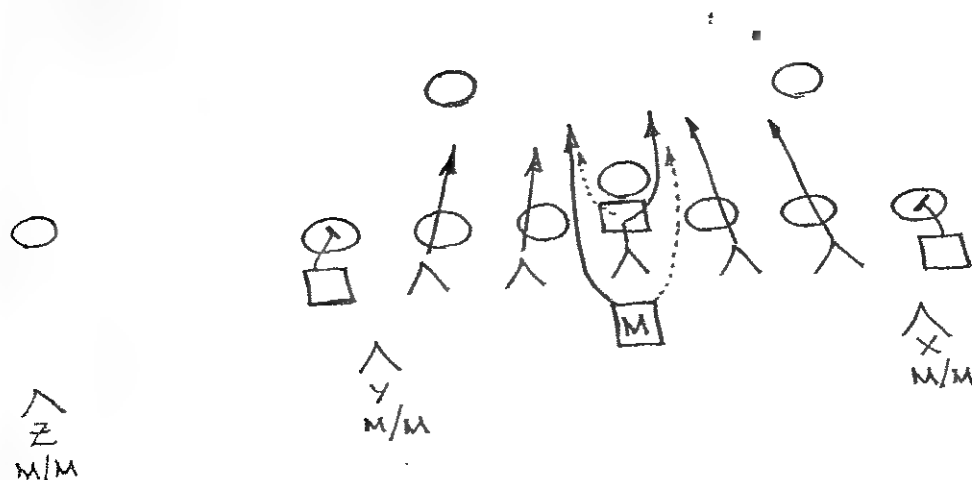
QUARTER 52 VS GOAL LINE SHORT Y'DG

DBL CAIN

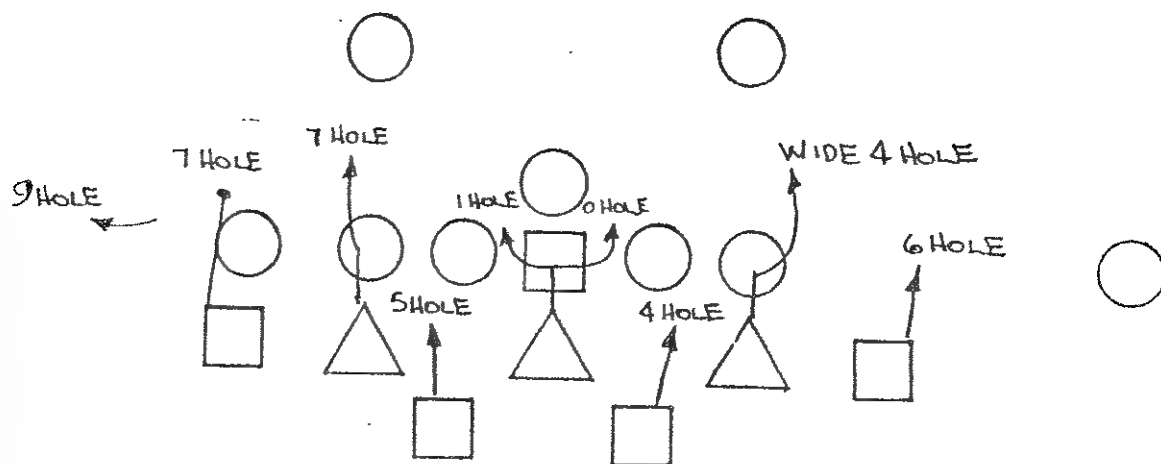


SHORT YDG = ARIZONA VS TREY & WING
SAM VS "Z" WIDE

QUARTER MICKEY:



RUN OVER PASS



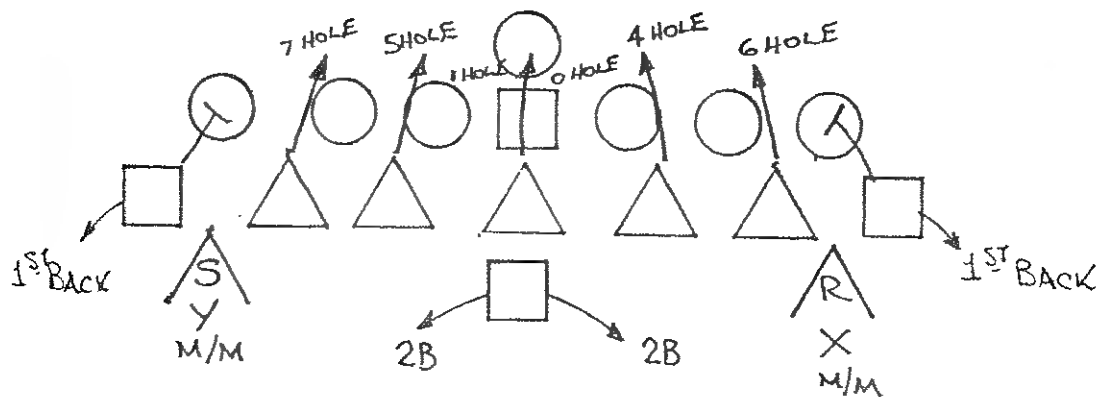
BASIC COVERAGES
APPLY

NOTE: BUS - 2 YDS DEEP

QUARTER SPOTS

(KEY SHOWN)

TAKE JILL OUT



SUCE FORCE BOTH SIDES
PENETRATE, STAY LOW

NOSE MAN - DEFEAT CENTER. TAKE HIM BACK

WEAK SIDE COVERAGES WITH NICKLE:

WEED

BUCK WEED

KEY

POW

WIND

WITCH

ESSENTIAL QUALITIES OF RUSHMEN

1. SIZE
2. QUICKNESS (MORE IMPORTANT)
3. TECHNIQUE
4. ASSIGNMENT
5. EXECUTION
6. TEAM RESPONSIBILITY
7. ENTHUSIASM + ALERTNESS

AUDIBLES - 1977

1. 0 = FIELDER	39
2. 1 = KEY	40.
3. 2 = 47	41.
4. 3 = COMBO	42.
5. 4 = WEED (JILL)	43.
6. 5 = ST ZONE (SAM)	44.
7. 6 = MINNESOTA	45.
8. 7 = ARIZONA	46
9. 8 = SPOUT	47.
10. 9 = WK ZONE	48.
11. RAIDER } = 47	49.
12. SILVER }	50.
13. CHARLIE }	51.
14. COWBOY } COMBO "C"	52.
15. CLEM }	53.
16. COLT = 44	54.
17. PISTOL = 45	55.
18. FRISCO } = 49	56.
19. 49ERS }	57.
20.	58.
21.	59.
22.	60.
23.	61.
24.	62.
25.	63.
26.	64.
27.	65.
28.	66.
29.	67.
30.	68.
31.	69.
32.	70.
33.	71.
34.	72.
35.	73.
36.	74.
37.	75.
38.	76.

TAKE AS MUCH TIME EACH
DAY TO TALK TO EVERY PLAYER
WHEN AN ASSISTANT I
HANDLED EVERY PLAYER. WE
NEED YOU. WHEN WE GET
TO A 3 MAN SQUAD.

ROLL OUTS	QUICK PASSES	STRIKES & WHIRLS	DRAWS
1. ALL 2DS	1. DEEKS TIGHTEN UP	1. 46 JET STOWAWAY	1. MOLD
2. 2D-BQ (CONTAIN)	2. BUS JAM RECEIVERS	2. STOWAWAY STACK	2. BUTCH
3. 40 TITE STRONG	3. BUS DEPLOY SOONER	3. STUB AX	3. 46 JET WIG HAL
4. 40 TITE WEAK	4. BUS POSSUM	4. STUB STACK	4. 46 JET SI HAL
5. FLOW DOGS (STRONG WEAK)	5. RUSHMEN-HIGH BALLS	5. 40 TITE STUB AX	5. TITE BLAST
6. CHARLIE STUB I	6. GUT DOGS	6. 46 RAM	6. TOBY (PASS)
7. 46 BUCK I	7. STAB	7. 46 STAB	7. SKINNY
8. 46 STAG (BLot)	8. STOWAWAY	8. COMBO "B"	8. MINNY
9. 56 STOUT	9. WALKAWAY	9. " " "C"	9. BUSTER
10.	10. 40 TITE STRONG	10. " " "D"	10. 44 COLT
11.	11. 40 TITE WEAK	11. 46 POW STOWAWAY	11. RUSHMEN STOPS
12.	12. STACK	12. 46 POW	12. 1. LEX
13.	13. STAB STACK	13. 46 JET PACKER	13. 2. REX
14.	14. COUNTER BUZ SYSTEM	14. BUCK AX	14. 3. TEX
15.	15. RAM OR HORN	15. BUCK NOSE	15. 4. ISX
16.	16. STAN (SHOW & STAY)	16. BUCK STICK	16.
17.	17. VESTER	17. 46 HORN	17.
		18. 40 TITE BUCK AX	
		19. VESTER	
		20. 47 STAN	
		21. MAC DEEP	

ALERTS	MISCELLANEOUS
1.	13.
2.	14.
3.	15.
4.	16.
5.	17.
6.	18.
7.	19.
8.	20.
9.	21.
10.	22.
11.	23.
12.	24.

CONCEALMENT CALLS:

1. 80 GAP ISX TO 45
2. 80 GAP BACK TO 49
3. FAKE SHOW TO 45
4. FAKE SHOW TO 49
5. FAKE SHOW TO MINN.
6. FAKE SHOW TO ARIZ.
7. FAKE 51 MIKE TO 49
8. FAKE 51 MIKE TO MINN.
9. DASH TO WEED
10. DASH TO 49
11. DASH TO ARIZ/MINN.
12. FAKE 44 SKEEZIX TO 49
13. FAKE 44 SKEEZIX TO ARIZ.
14. FAKE 49 TO 45
15. VESTER TO 45
16. WEED TO 45
17. FAKE 45 TO 49 PRESS ZONE
18. FAKE COMBO TO WEED
19. PAT TO MIKE
20. ORANGE TITE TO PAT
21. BLACK TITE TO MIKE

WHEN TO BUTCH

1. 49 BUTCH (BUCK)
2. 46 KEY CAIN (BUCK)
3. 46 WITCH (BUCK)
4. 46 WINO (BUCK)
5. 40 BLACK (STUB)
6. 46 COMBO (STUB)
7. 46 COMBO "D" (STUB)
8. 40 ORANGE (MAC)

DEFENSES FOR THE SEASON

BASIC

1.

2.

3.

1.

2.

3.

4.

5.

6.

NEAR END

1. CATN.
2. WILLIE & TILLIE
3. SLICE FORCE (REG - SAM SWITCH)
4. 5A - FRONT
5. WIDE KEY CATN OR ANY COV.
6. 21, 2D, MCB
7. BOOT

ACE

1.

2.

3.

4.

5.

1.

2.

3.

4.

5.

6.

BLUE RIGHT

BLUE LEFT

AUDIBLES

MOTION COVERAGE

WITH & WITHOUT DOGS

1.

2.

3.

4.

5.

6.

7.

DIRECT

TREY

DOUBLE OPEN - TREY

SHORT YDG.

TOUGH TERRITORY

3 RIGHT - 2 LEFT

WINGED T

DOUBLE QB

3 LEFT

3 RIGHT

SHOT GUN

I-FORMATION

SPREAD

UNBALANCE - T

SINGLE WING (BAL.)

SINGLE WING (UNBAL.)

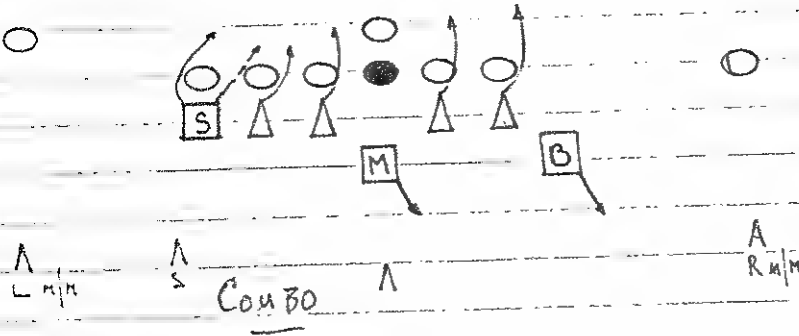
3RD DOWN

THINK WITH PRIDE

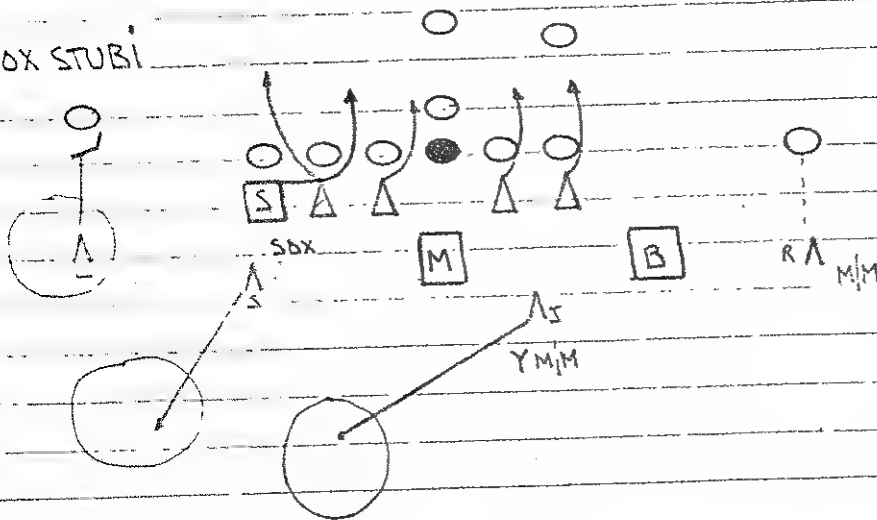
WORK WITH PRIDE

WRITE WITH PRIDE

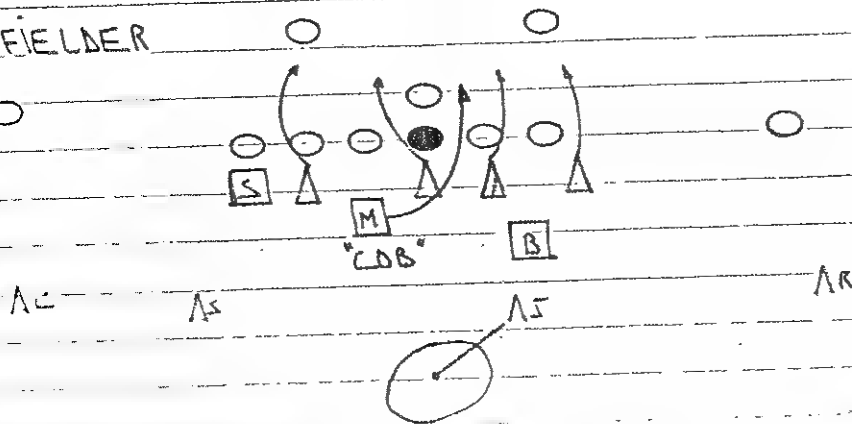
SALLY STUBI



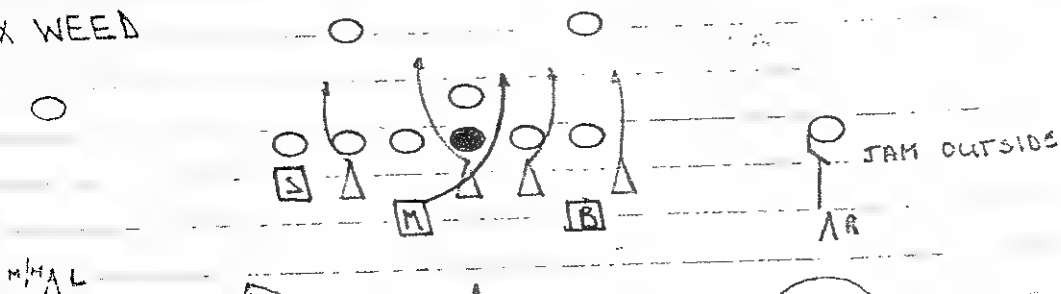
47 SOX STUBI



S4 MAC I FIELDER

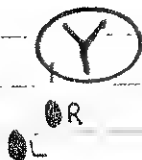


S4 MAX WEED



STUB ALIGNMENT

1. OUTSIDE SHOULDER -



INSIDE FOOT. SPLIT Y'S OUTSIDE FOOT.
THIS ALIGNMENT WILL ALLOW STUB TO CONTAIN -
WORK OUT QUICKLY - COVER 1st BACK OR DOG
PASS SITUATIONS ALIGNMENT.

2. HEAD ON -



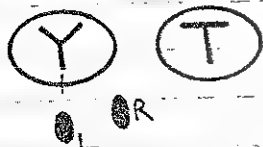
TDE TO TDE
THIS ALIGNMENT ONLY WILL ENABLE STUB TO
JAM THE TIGHT END OR CONTROL HIM -
GENERALLY STUB WILL HAVE CUTBACK - 2nd BACK -
OR TWO GAP ASSIGNMENT - CAIN.

3. INSIDE FOOT -



SPLIT Y'S STANCE
THIS ALIGNMENT ONLY WILL ALLOW STUB TO
WORK OUT QUICKLY - JAM - CONTAIN

4. INSIDE SHOULDER -



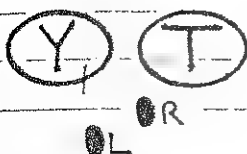
OUTSIDE FOOT SPLIT Y'S STANCE
ALIGNMENT IN POC - YOU MAY LINE -?
DEEPER ON DOWN + DISTANCE.

THINK WITH PRIDE

WORK WITH PRIDE

WRITE WITH PRIDE

5. INSIDE-



OUTSIDE FOOT EVEN WITH THE Y'S INSIDE FOOT
MAY BE USED IN DOS SITUATION ON PASS WITH
Y IN POL - CAN KEY BETTER AND REACT TO
ASSIGNMENT

6. LOOSE-



STOWAWAY

WHERE YOU DROP OFF THE LINE S YARDS DEEP
SPLIT DISTANCE BETWEEN Z+Y.



NEEDS AFTER GAME WITH CLEVELAND DATE 8-9-77

1. QUICK COUNTS.
2. GET OFF ON BALL.
3. JAMMING.
4. STUB GETTING HOOKED.
5. LOSING OUR CUT-BACK MEN.
6. 2D WRONG.
7. COMING OUT OF HOLE.
8. LONG YARDAGE.
- 9.
- 10.

GAME PLAN FOR MIAMI DATE 8-13

SPECIAL ALERTS

1. STAY BASIC
2. DEFENSE THEIR PO'S FIRST.
3. STOP RUSHING ATTACK NEXT.
4. ZONE ODD SETS.
5. ADD 56 & 54 IF NECESSARY.
6. ZONE SHORT YARDAGE
7. PLASTER REC.
8. SAME DOGS AS VS. CLEVELAND
9. 1 MOTION = 2D'S
10. USE KEYS OVER ZONES.
11. MINN & ARIZ. ADDED (4 TIMES EACH)
12. FEW AUDIBLES
13. TOUGH TERR. = KEY, COMBO, WEEP (FLOW DOG)
14. GOOD RUSH & JAMS
- 15.

SUMMARY OF GAME PLAN

AUDIBLES - QB:

44 & 45 = QUICK OUT

46 & 47 = QUICK POST

TO "WIN" WE MUST:

- 1.
- 2.
- 3.

LAN

AUDIBLES:

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

BUCK ALIGNMENT

1. Your Alignment will be the same as Stub's with the C-END PRESENT. Vs X SPREAD YOU WILL HAVE ALIGNMENT POSITIONS AND THEY WILL AID YOU TO BETTER CARRY OUT YOUR ASSIGNMENT.

1. HIP -

(T)

E

B

AN ALIGNMENT 1 yd OUTSIDE YOUR DEFENSIVE END AND 1 to 1 1/2 yds off the LOS

2. STACK -

(T)

E

B

AN ALIGNMENT 3 to 3 1/2 yds DEEP AND DIRECTLY BEHIND THE DEFENSIVE END. THIS WILL ENABLE BUCK TO DISGUISE WEAR SIDE FLIN SUPPORT

3. BO -

(T)

E

B

AN ALIGNMENT WHERE BUCK DROPS OFF THE LOS AND INSIDE THE DEFENSIVE END. THE DEPTH IS 3 to 3 1/2 yds. YOU WILL BE OUTSIDE SHOULDER TO HEAD UP OFF TACKLE. USED USUALLY WITH A 44 ALIGNMENT

[CONTINUED →]

BUCK ALIGNMENT

4. CRACK-

AN ALIGNMENT ON THE LOS

1 OR 2 YDS OUTSIDE THE DEFENSIVE END

5. CRACK-IN-

6. NOSE-

A PASS SITUATION ALIGN-
MENT ON THE INSIDE SHOULDER
OF 'X'. FOCUS ATTENTION ON X
AND JAM him OUTSIDE

1. WALKAWAY-

(T)

SHORT WALKAWAY - AN ALIGNMENT
SPLITTING THE DISTANCE BETWEEN
YOUR DEF. END AND "X"

(X)

△

□ B

THE DISTANCE WILL BE DETERMINED BY "X"

YOUR KEY IS DESCRIBED WITH EACH DEFENSE THE QUICKER
YOU CAN LEARN TO READ YOUR KEY, REACT, AND FIND THE
BALL, THE BETTER LINEBACKER YOU WILL BECOME.

April 28 1983

THINK WITH PRIDE

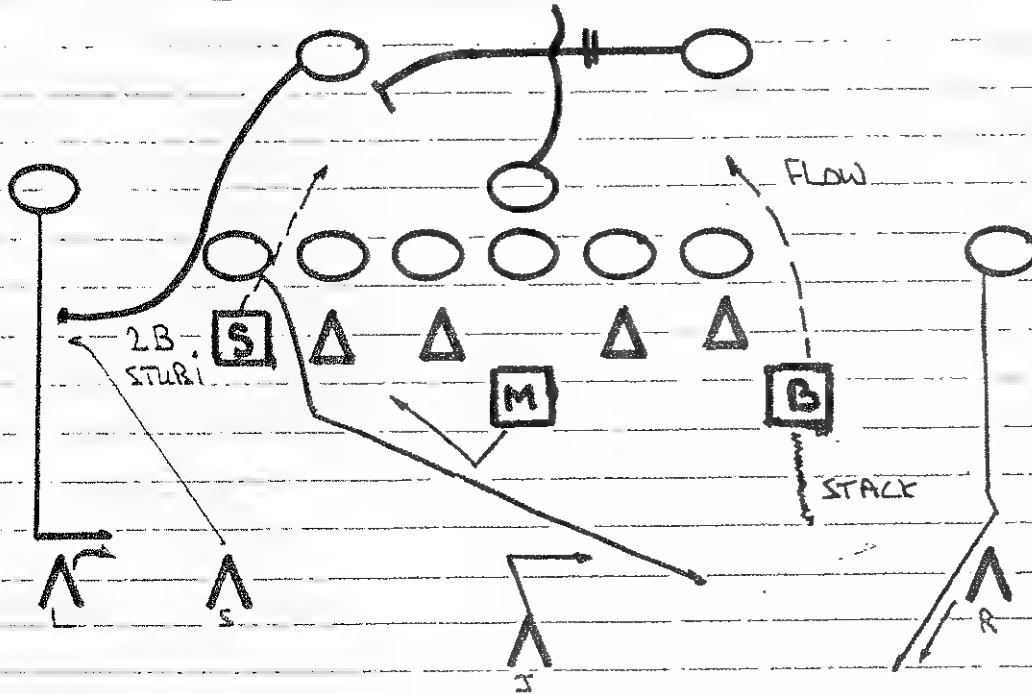
WORK WITH PRIDE

WRITE WITH PRIDE

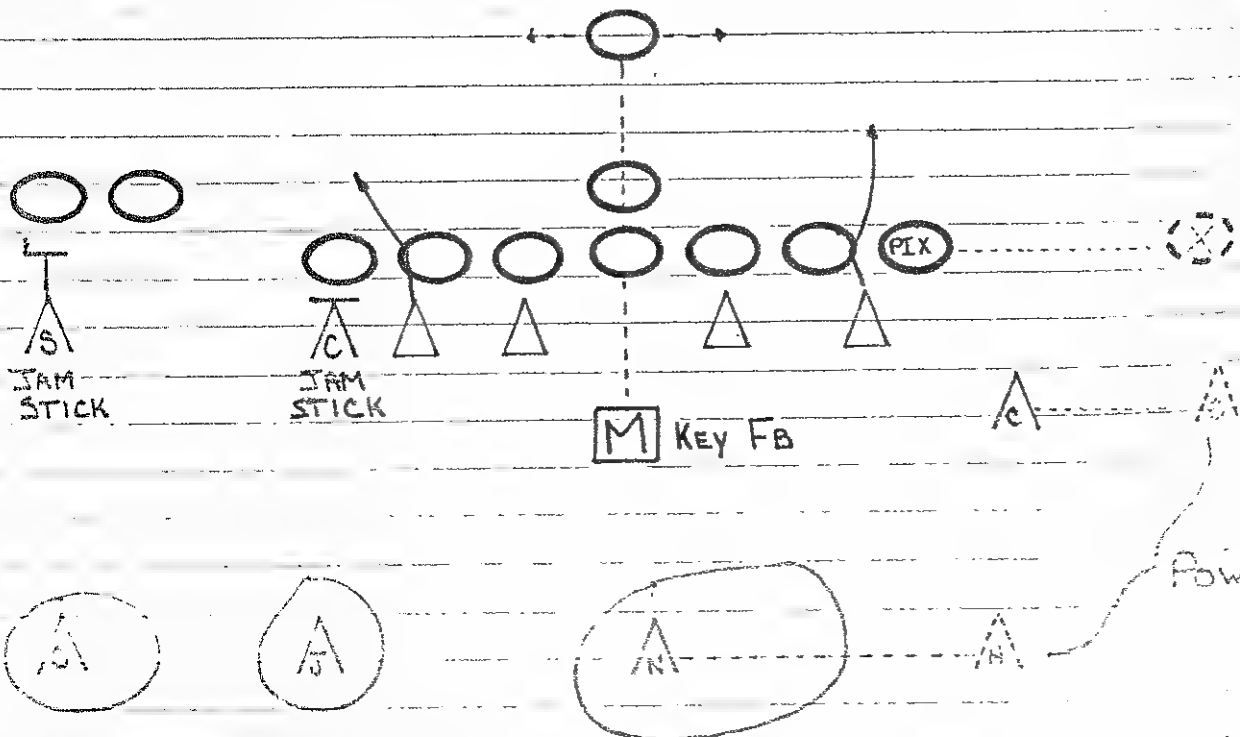
AFTER REVIEWING OUR PHYSICAL
FITNESS PROGRAM, IT WAS DETERMINED
EVERYONE GETS ENOUGH EXERCISE.

JUMPING TO CONCLUSIONS
FLYING OFF THE HANDLE
RUNNING AROUND IN CIRCLES
DODGING RESPONSIBILITIES
PUSHING THEIR LUCK
PASSING THE BUCK
THROWING TANTRUMS
BENDING ELBOWS AFTER 5:00 PM

FLOW COVERAGE - KEY ONLY



BIG BEN



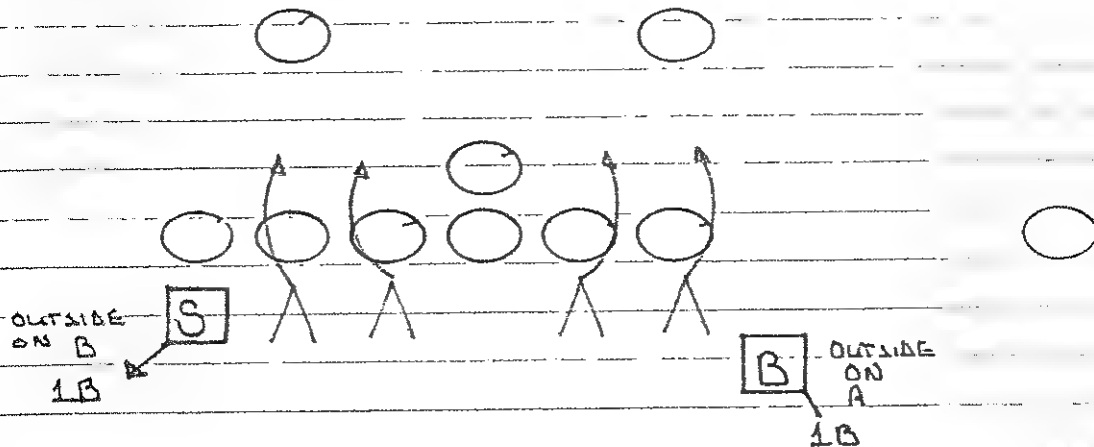
ZONE

THINK WITH PRIDE

WORK WITH PRIDE

WRITE WITH PRIDE

46 NICKLE FIELDER



B-IDYDS

OUTSIDE
△ M/M
Post

OUTSIDE
△ S M/M

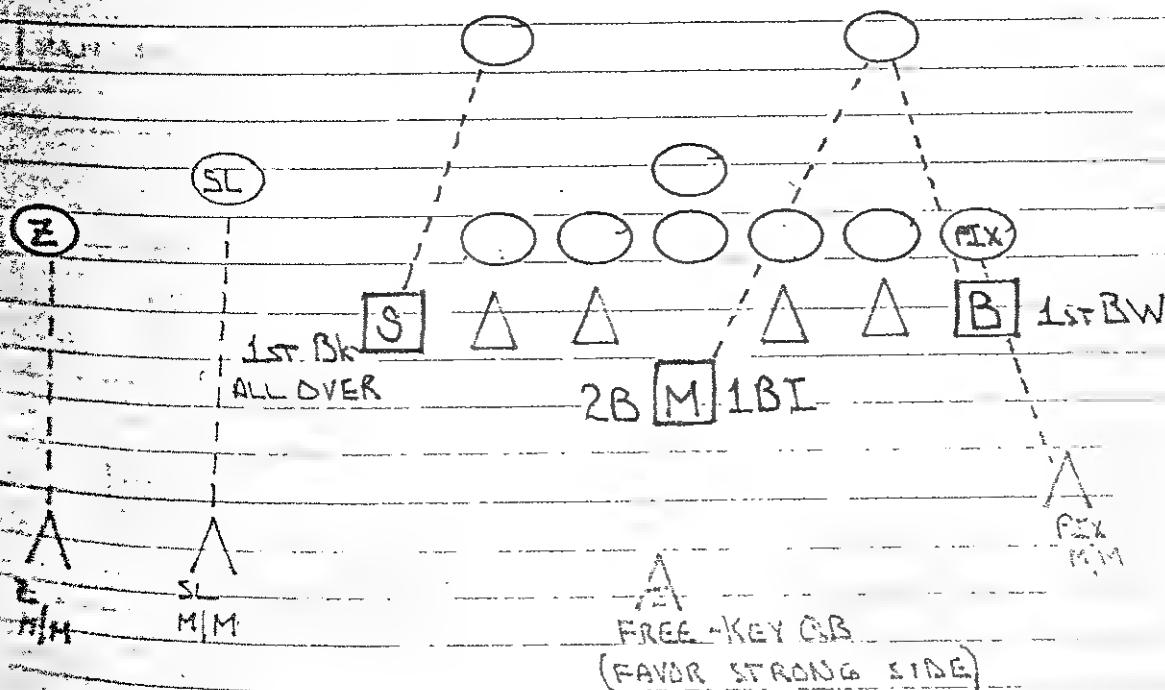
INSIDE-ON
B

INSIDE-ON
A
KEY-B-A

OUTSIDE
△ P/M
M/M

FIELDER vs SLOT

NOTE: BU'S STEELER BUZ vs BLUE



NEEDS AFTER GAME WITH NEW YORK JETS DATE 9-11-77

1. PLAY DEF. CALLED.
2. DON'T GET HUNG UP ON PEGS!! (DON'T STAY BLOCKED)
3. BUS PLAY FLARES TIGHT
4. CORRECT ANGLES OF PURSUIT
5. JAMMING
6. PASS RUSH HAS TO IMPROVE
7. TACKLING
8. STUB GET RID OF "Y"
9. RUSHMEN-KEEP COMING
10. HOW TO PLAY WEED & STICK
11. INTERCEPTION PRACTICE
12. STRING IT OUT & GET ACROSS

JUST IN CASE:

1. 33 NICKLE- 47 SOX-KEY
2. 33 NICKLE-COMBO STUB I-KEY

DOGS:

42

21

44= SLOT

2DS

66

NICKLE=

66

45 NICKLE KEYBUCK, RUSHMEN= STUNTS, DOGS & SHIFTING

COMBO KEYBUCK I, #12 WAGGLES FROM RED, RED SLOT, MOTION

46 N-SHOW LIGHT, 56 TEXAS & IOWA

ONLY ODD 11. SHIFT TO 54 & 56 [GIVE #52 (C) PROBLEMS]

DOG= 2D'S 12. ACE TAB & SPREAD ACE

44 SKX VS RED 13. RUSHMEN MUST CONTROL L.O.S.

45 SKX VS RED 14. 56 WILLIE AUTO ON 1ST & 10

15. SUZIE WITH 21 VS BROWN

16. NO SHOW OR BUCK I VS ACE

17. 21 VS RED= CHANGE ST SIDE

18. 42 VS RED= TOBY VS PASS

19. WITCH

20. AUDIBLE 59

21. 54 SCISSORS ON 1-10

22. QUARTER KEY
ACE "A" WIDE

1. COMBO-BUCK WEED

2. KEY- 49

3. 45 KEY

4. TEXAS

GAME PLAN FOR N.Y. GIANTS DATE _____

1. STOP RUNNING GAME FIRST!

2. STOP #39 IN BROWN

3. KEY #44 FROM I & RED

4. #85(X) STOP DEEP

5. #38 DEF HIM IN CLUTCH

6. DEF #44 IN CLUTCH

7. STOP "Z" NEXT, #30 FIRST & #89 SECOND

SPECIAL ALERTS

OUT OF POSITION

#44, #33

1. SPLIT BACKS < HB CARRY STR THROW

2. QK COUNTS UP STANOE

3. FORCE OF CORNERS

4. CONTAIN & PLASTER

5. GOALS:

1. 5 TURN-OVERS

2. SCORE ON DEF

3. 1 BIG PLAY IN S.Y.-I.T.

4. TOT. YDS = 285 YDS

SUMMARY OF GAME PLAN

1. STOP RUNNING GAME

2. MIX COVERAGES

3. SHIFT OUR FRONTS

4. BE PHYSICAL

5.

AUDIBLES

2D'S= JACK, TEXAS, IOWA, 66

TITE BLAST= 42

NICKLE= 66, SHOW LIGHTNING

WK TITE BLAST= 21

KEY BUCK I

VS SLOT= 44

KEY=1

COMBO=3

WEED=4

47 STUB STICK=

SPOUT=8

COMBO "C"= CHARLIE, GOLD

ZONE LEFT= PAT

ZONE RIGHT= MIKE

ARIZ=7

MINN=6

POW=POW

TO "WIN" WE MUST:

1. RUSHMEN TAKE CHARGE

2. PRESSURE #12

3. JAM & SHIVER

4. PURSUIT & GANG TACKLE

[illegible]

#12 KEYS = MAC & JILL

AUDIBLES:

1	SET
2	BLUE 24 - BLUE 24
3	NOT-HOT-HOT (NON-RHYTHMIC)
4	Q COUNT-READY SET (2 MIN ALSO)
5	
6	
7	
8	
9	
10	

1. SLOT MOTION 36.
2. 2PI'S COMING OUT 37.
3. "Z" MOTION IN 38.
4. "Z" MOTION TO SLOT 39.
5. PLAY ACTION 40.
6. WAGGLES Q6 & Q7 41.
7. Poc 42.
8. ACE 43.
9. "Y" LOOKIE 44.
10. "Y" SEAM 45.
11. THROW TO BACKS 46.
12. SCREENS 47.
13. MOTION IN T.T 48.
14. TOSSES (STRONG SIDE) 49.
15. QB CLUB DRAW 50.
16. SHIFT TO DIFFERENT FORM 51.
17. "X" QK SCREENS 52.
18. SLOT 53.
19. CHECK DOWNS 54.
20. SLOT REV. 55.
21. "Z" QUICK SCREEN 56.
22. "Y" DELAY IN 57.
23. "Y" SCREEN STRONG 58.
24. #44 OPTION PASS 59.
25. STATUE (SPLIT BACKS) 60.
26. SPLIT BACKS ALERT
27. SENT PLAYS IN LAST WEEK (Z & HB)
28. SWEEPS (I & RED)
29. TAB ACE = RUN
30. ACE "A" WIDE = PASS
31. COUNT = UP STANCE PASS SITUATION
- 32.
- 33.
- 34.
- 35.

FLARE CONTROL SUMMARY

#12

Set 6 10

71= 1 72= 73= 74= 1 75= 1 76= 77= 78= 79= 80=

Set 6 7+

71= 72= 73= 1 74= 2 75= 2 76= 77= 78= 1 79= 80=

Set 6 4+

71= 2 72= 4 73= 3 74= 4 75= 5 76= 1 77= 78= 4 79= 2 80=

Set 6 4-

71= 72= 73= 74= 75= 76= 77= 78= 79= 80=

Set 6

71= 72= 73= 74= 75= 76= 77= 78= 79= 80=

FAVORITE FORMATIONS

#12 ONLY

RUNS

PASSES

SCREENS

LATES

TOTAL

1. RED STALL	24	29	5	4	62
1. BROWN STALL	15	5	2	0	22
1. I STALL	16	4	1	0	21
1. RED STORR	8	2	0	0	10
1. BROWN STORR	9	0	0	0	9
1. I STORR	8	1	0	0	9

#12 ONLY

FAVORITE RUNS

TOT.

ALL QBS

FAVORITE PASSES

TOT.

SUCCESS RATIO

TOT.

AVG.

1. RED SPLIT SLOT	16 (5.9)	1. X-Y-Z Hook	17	1. _____	_____	_____
1. 48-29 BOB	13 (3.8)	1. RED 74	15	2. _____	_____	_____
1. RED 12	9 (4.2)	1. RED 71-75	10	3. _____	_____	_____
1. 44-25 MH	8 (3.8)	1. RED 62	7	4. _____	_____	_____
1. BROWN 3 I	8 (4.4)	1. X-Z SHOUT	7	5. _____	_____	_____
1. 30-31 FULL M	7 (7.9)	1. BROWN STALL	7	6. _____	_____	_____
1. BROWN 8 ACE (FAR)		1. P36 X WHIRL				
1. 30-31 PIC		1. RED - WAG ST				
1. BROWN 8 ACE		1. X OUT - Y CROSS				
1. 30-37 M BOB		1. RED, RED SLOT				
1. 29-48 FL M BOSS		1. WAG WIK, Y STOP				

THINK WITH PRIDE

WORK WITH PRIDE

WRITE WITH PRIDE

PLAY ACTION: TOTAL 9 - 8 ST, 1 WK

8 ON 1ST DOWN

4 TO Y

3 TO Z

1 TO X

2 & 7+ = 1 TO 1

SHOTS TO POW

IN BLUE TERRITORY

BROWN, I, BLUE
IN MOVES.

RED - OUT MOVES

RUNNING TO PI:

RED STALL = 21 ST - 6 AWAY

ACE = WEAK

PI ON LEFT = 36 TO , RED & SPLIT 25 TO
19 GUT PI, 3 GUT, 7 AWAY

22 AWAY

PI ON RIGHT = 19 TO , RED & SPLIT 10 TO PI,
7 GUT NO GUT OR AWAY
6 AWAY

RED STORR = 9 TO 0 AWAY

WHO CARRIES:

RED = 31 TO 8 HB CARRY, RED STORR = 9 TO 0 HB

I = 27 TO 2 HB CARRY, (OVER FB)

SPLIT = 5 TO 0 " " " "

BROWN = 21 TO 10 FB " " HB

2ND & 7+ = HB CARRYING

3RD & 3- } = HB CARRYING 8 TO 0 OVER FB & 2 QB SNEAKS
4TH & 3- }

1ST & 15 = SHOUT & 44 TRAP & PI HOOK

2ND & 15 = INSIDE MOVES TO POS - I SCREEN TO "B" BACK

3RD & 15 = LATES (2) & THROWING TO "X" (WHIRL & CORNER)

PASSES TO HB FROM ACE (A WIDE)

3 IN'S - 3 FANS - 1 CORNER - 2 SKYS - 1 STOP

BOMBS #12: TOTAL 9 - 8 ST, 1 WK [Z & SLOT 7 OF 9]

3RD & 3+ = 6

SLOT PASSING = 6 STRONG, 1 WK

SLOT RUNNING = ALL WK TO 8 & 9 HOLES (HB CARRYING)

ALL QB'S = BOMB COMING OUT OF HOLE = 10 OUT OF 21